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June 1996

Legion Outpost II

number 7

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An unofficial fan magazine dedicated to the Legion of Super-Heroes™

Legion Outpost II

number 7 (v1.08)

June 1996

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References: 60 years of DC Comics,
The Amazing World of DC Comics # 9 (Legion Handbook) by DC Comics,
the Legion of Super-Heroes sourcebooks by Mayfair Games,
The Legion of Super-Heroes Index, volumes 1 through 5, by ICG

A message from the publisher:

Welcome to *Legion Outpost II*, an electronic fan magazine dedicated to DC Comics' ***Legion of Super-Heroes*** and ***Legionnaires***. The original *Legion Outpost* was a popular fanzine published many years ago; this project is an attempt to continue that legacy. *Legion Outpost II* will contain regular features such as Who's Who pages and chronological listings of all appearances of the Legion of Super-Heroes. The real goal, however, is to involve the reader in helping to create the bulk of this magazine through the submission of letters and articles. I'm counting on you to help me publish this 'zine on a regular schedule. Send me your ideas, your letters, corrections ... any information you have which will help me put this all together. Please E-Mail all correspondence to outpost2@InfiniteEarths.org. The reboot of the Legion of Super-Heroes will all but disregard the original history. With *Legion Outpost II*, not only will that history be preserved, but younger fans will discover the same Legion that I fell in love with 20 years ago. Long live the Legion!

Section I - Legion family matters:

Presented below is a list of the Legionnaires and their immediate families. In the case of a contradiction in spelling, a best guess was made. Also included in the list are the Legionnaires' birth dates (as given in Mayfair Games' *2995: THE LEGION OF SUPER-HEROES SOURCEBOOK*).

Legion of Super-Heroes - family members					
Real Name	**Birth/Death**	**Parents**	**Siblings**	**Spouse**	**Children**
Rokk Krinn of Braal	b. 11 Feb 58 on Earth	Hu & Ewa Krinn	Pol Krinn (younger brother)	Lydda Jath of Kathoon	Pol Jath Krinn (boy)
Garth Ranzz of Winath	b. 10 Nov 59	Luc & Perla Ranzz	Mekt Ranzz (older brother), Ayla Ranzz (twin sister)	Imra Ardeen of Titan	Graym & Garridan Ranzz (twin boys), Dacey & Doritt Ranzz (twin girls)
Imra Ardeen of Titan	b. 23 Nov 58	? & ? Ardeen [reboot: Bertor & Sydne Ardeen]	None [reboot: Jancel Ardeen, younger sister]	Garth Ranzz of Winath	Graym & Garridan Ranzz (twin boys), Dacey & Doritt Ranzz (twin girls)
Luornu Durgo of Cargg	b. 05 Oct 57 (body #1 d. 22 Apr 77)	Humre & Silvou Durgo [reboot: ? & Iruna Durgo]	None	Charles Taine of Earth	None
Tinya Wazzo of Bgztl	b. 21 Apr 57 (missing 12 Apr 91)	Byzjn & Winema Wazzo (step-father: Khard Wlessey) [reboot: Luonel "Murl" Bordo & Winema Wazzo]	Gmya Durgo (older? brother) [reboot: None]	None	None
Reep Daggle of Durla	b. 10 Sep 57	Ren & Zhay Daggle (foster mom: Ji Daggle) [reboot: Gozz Daggle & ?]	Liggt Daggle (twin brother) [reboot: None known]	None	None
Gim Allon of Earth	b. 28 Jan 56	Wynn & Marte Ida Allon	None	Yera of Durla	None
Lyle Norg of Earth	b. 19 Nov 58 d. 27 Jun 81	? & ? Norg	None	None	None
James Cullen of Antares II	b. 11 Apr 59 (missing 16 Jul 74)	Not applicable (foster parents: ? & ? Cullen) [reboot: James Cullen]	None [reboot: ? Cullen, sister]	None	None
Laurel Gand/ Leala Linder of Daxam/ Ricklef II	b. 27 Jul 60 d. ??	Zavrel Kama & Lauren Gand	None	Rond Vidar of Earth (common-law husband)	Lauren Gand (girl)
Querl Dox of Colu	b. 23 Jan 59	Kajz Dox? & ? [reboot: ? & ? a.k.a. Brainiac 4]	None	None	None
Jo Nah of Rimbor	b. 21 Feb 59	Crav & Mytra Nah	None	None	None

Legion of Super-Heroes - family members (continued)					
Real Name	**Birth/Death**	**Parents**	**Siblings**	**Spouse**	**Children**
Thom Kallor of Xanthu	b. 22 Oct 57	Fryd & Mira Kallor	None	Yvyya Val of ?	None
Salu Digby of Imsk	b. 03 Jun 60 on Earth	Arn & ? Digby	None	None	None
Dirk Morgna of Earth	b. 24 Feb 58 d. 19 May 95	Derek & ? Morgna	None	None	None
Charles Taine of Earth	b. 05 Apr 59	? & ? Taine	None	Luornu Durgo of Cargg	None
Lar Gand of 20th century Daxam	b. 27 Mar ??	Kel and Marisa Gand	Del Gand (older brother)	Tasmia Mallor of Talok VIII	None
Tenzil Kem of Bismoll	b. 08 Feb 58	Rall & Mitz Kem	Renkil Kem (younger brother)	Eve Aries of Titan	None
Jan Arrah of Trom	b. 20 Aug 62	Arn & Valla Arrah [reboot: Tarn & Garra Arrah]	None	None	None
Ayla Ranzz of Winath	b. 10 Nov 59	Luc & Perla Ranzz	Mekt Ranzz (older brother), Garth Ranzz (twin brother)	None	None
Nura Nal of Naltor	b. 08 Dec 57	? & Kiwa Nal	Mysa Nal (younger sister) [reboot: None]	None	None
Andrew Nolan of Earth	b. 11 Jan 64 d. 20 Apr 78	Andrew Douglas & Luiza Nolan [reboot: ? and Nancy Nolan]	Douglas Nolan (twin brother)	None	None
Val Armorr of Earth	b. 18 Sep 62 d. 12 Nov 85	Kirau Nezumi & Valentina Armorr	None	Queen Projectra of Orando	None
Projectra of Orando [reboot: Jeka Wynzorr]	b. 19 Dec 62	King Voxv & ? [reboot: Charlz Wynzorr & ?]	None [reboot: Wyllm Wynzorr, brother]	Val Armorr of Earth	None
Tasmia Mallor of Talok VIII	b. 05 Feb 63	? Mallor & Tarnia Tolarn	None	Lar Gand of Daxam	None
Condo Arlik of Phlon	b. 05 May 65 d. 10 Feb 82	? and Darvon Arlik	None	None	None
Brin Londo of Zoon	b. 12 Jan 62	Mar Londo & V'Layla "Nannette" Keeley	None	None	None
Drake Burroughs of Earth	b. 10 Jul 63	? & ? (adoptive parents: ? & ? Burroughs)	Squire Burroughs (younger brother)	None	None
Troy Stewart of Earth	b. 01 Nov 65	? & ?	None	None	None
Dawnstar of Starhaven	b. 12 Apr 66	Mist-Rider and Moonwalker	None	None	None
Blok of Dryad	b. ?? d. 21 Nov 94	? & ?	None	None	None
Jacques Foccart of Earth	b. 15 Sep 67	? & ? Foccart	Francine Foccart (older? sister), Danielle Foccart (younger sister)	Drura Sehpt of Somahtur (common-law wife)	None

Legion of Super-Heroes - family members (continued)					
Real Name	**Birth/Death**	**Parents**	**Siblings**	**Spouse**	**Children**
Mysa Nal of Naltor [reboot: Mysa of ?]	b. 21 Sep 59	? & Kiwa Nal [reboot: Mordru & ?]	Nura Nal (older sister) [reboot: many siblings]	Mordru of Zerox	None
Pol Krinn of Braal	b. 21 Dec 68 d. 20 Jun 89	Hu & Ewa Krinn	Rokk Krinn (older brother)	None	None
Brek Bannin of Tharr	b. 22 Dec 62	Mintar & ? Bannin	None	None	None
⍒□△ of Teall	b. ??	Not applicable	Not applicable	None	None
Ganglios of Hykraius	b. 12 Feb 68	? & ?	None	None	None
Berta Syke Haris of Earth	b. ?? d. ??	? & ? Haris	None known	None	None
Richard Kent Shakespeare of Earth	b. ??	Robert & Laura Shakespeare	None known	None	None
Marak Russen of Xanthu	b. 15 Mar 65 d. 30 Mar 95	? & ? Russen	None known	None	None
Myg of Lythyl	b. ??	? & ?	None known	None	None
Bobb Kohan of Earth	b. ?? 70	? & ? Kohan	None known	None	None
Myke-4 Astor of Khundish Calish-Aetia	b. ??	? & ?	None known	None	None
Stig Ah of Rimbor	b. 17 Dec 56 d. 07 Jul 91	? & ? Ah	None known	None	None
Staq Mavlen of Shwar	b. 21 Jul 61	? & ? Mavlen	None known	None	None
Ral Benem of Mardru	b. 15 Aug 60	? & ? Benem	None known	None	None
Drura Sehpt of Somahtur	b. 27 May 66	? & ? Sehpt	None known	Jacques Foccart of Earth (common-law husband)	None
Peter Dursin of Earth	b. 07 Jul 65	? & ? Dursin	None known	None	None
Rhent Ustin of Earth	b. ??	Unknown (foster parents: ? & ? Ustin)	None known	None	None
Ulu Vakk of Lupra	b. 14 Dec 63	? & ? Vakk	None known	None	None
Dag Wentim of Zwen	b. 30 Nov 59	? & ? Wentim	None known	None	None
Myke Chypurz of Earth	b. ??	? & ? Chypurz	None known	None	None
E. Davis Ester of Touston	b. ??	? & ? Ester	None known	None	None
Britta An'nan of Sklar	b. ??	? & Bel An'nan	None known	None	None
Celeste McCauley of Earth	b. ??	? McCauley & ?	None known	None	None
Devlin O'Ryan of Xanthu	b. ?? 70	Ethan & Megan O'Ryan	Many unnamed brothers & sisters	None	None
Sussa Paka of Earth	b. ??	? & ? Paka	None known	None	None

Section II - Spotlight on: the Fatal Five:

Presented below is an article on the pre-reboot version of the Fatal Five by AOL member Myke 4.

The Fatal Five

by Myke 4

Along with the Legion of Super-Villains, Mordru, and Universo, the Fatal Five vie convincingly for the title of Greatest and Deadliest of all Legion foes. Encounters with the Fatal Five - - both as a team and individually - - led to many turning points in Legion lore, and can be linked with no fewer than three dead heroes: Ferro Lad, Invisible Kid, and Mentalla. In addition, the Fatal Five made far more appearances than other regular villains, appearing roughly once every year to plague the Legionnaires. Despite their cutthroat nature, the Five seemed to also display propensity to "scratch each others' back". Since all Five were never captured at once, those who were at-large inevitably freed those who were imprisoned. Because of this, the team had relatively more success at wreaking havoc than groups like the LSV, whose membership and leadership was erratic. There were essentially three incarnations of the Fatal Five, the Persuader being the only one to participate in all three ventures.

Team 1: Deadly Genesis

Encounter 1: First appearing in *ADVENTURE COMICS #352*, the Fatal five were the second major group of villains to challenge the Legion. Introduced as "the universe's five worst public enemies", the Legionnaires initially reviewed the Five's files with intent on bringing them to justice. However, with the imminent threat of the Sun-Eater - - a seemingly non-sentient entity which devoured living suns - - these criminals were drafted in the effort to stop its march towards Earth's sun. With both teams having failed to stop the Sun-Eater, Ferro Lad ultimately sacrificed his own life to deliver a bomb to the center of the creature, effectively destroying it for good (*ADVENTURE COMICS #353*). Thanking the Legion for bringing them together and declaring their mission of galactic conquest, the Five then mysteriously disappeared in a freak energy discharge which transported them to another dimension.

Encounter 2: The Fatal Five were trapped in this other dimension for a time, during which Tharok further developed his mind-control abilities. He used this power to control the inhabitants of Talok VIII, turning them more war-like and guiding them to develop the means to set the Fatal Five free (*ADVENTURE COMICS #365*). Here we learned how Tharok employed his mind-control powers to keep Validus, and therefore the other members, under his thumb for years to come. This event was also the means for introducing Shadow Lass, a native of Talok VIII. On the verge of losing a hand-to-hand battle with the Legion, and with the Science Police closing in, the Fatal Five retreated and escaped again (*ADVENTURE COMICS #366*). Shadow Lass joined the Legion after this encounter.

Encounter 3: Believing that he and several Legionnaires were dying of poison, and hoping to die in battle, Karate Kid tracked the Fatal Five down to their asteroid base, confronting them alone. He succeeded in destroying their headquarters, but they escaped him (*ADVENTURE COMICS #378*).

Encounter 4: In their next encounter, Tharok kidnapped Mon-El and Saturn Girl. The Legionnaires were able to turn Validus on Tharok, melting much of the metal half of his body (*SUPERBOY [first series] #190*). Tharok was taken into custody and Validus allowed to go free. The rest of the Fatal Five was not present here, but Tharok spoke of them as if the team were still together.

Encounter 5: Soon, Tharok regained his control over Validus and again assembled the Fatal Five. This time they traveled to the 20th century, using a device called the Time-Sorter to change the course of time (*SUPERBOY [first series] #198*). In this issue, the Empress asserted that the Emerald Eye was truly indestructible, reconstructing itself after being smashed by Ultra Boy. Of course, they were defeated; this time Tharok and Mano were captured, the others escaping.

Seeds of Dissent

Encounter 6: Their next encounter wrought one of the Legion's most devastating fatalities, when the still-at-large Validus returned to Earth, killing Invisible Kid (*SUPERBOY [first series] #203*). Before his death, though, he destroyed the electronic device which had been controlling Validus. Afterwards, Validus again fled the scene and remained at-large. Tharok is shown in a prison facility where his robotic circuitry is constantly undergoing "surgery" to keep him alive.

Shortly after this, the Emerald Empress made her first attempt at solo success. Tired of the Fatal Five's slow march to galactic domination, she began assembling an army to overtake her homeworld of Venegar. She was foiled by Cosmic Boy, whose life she saved before disappearing again (*SUPERBOY [first series] #215*).

Encounter 7: Focusing their conquests on Imsk and other worlds, the FF stole various micro-circuitry technologies in order to build Tharok a new, superior robot half (*SUPERBOY [first series] #219*). Tharok had previously been taken from his prison by the others and his computer half restored by his own specially-designed repair robot. The Legionnaires destroyed the new robot half and Tharok escaped. The others were captured.

Encounter 8: Miraculously escaping *yet again*, the Five swept into the world of Mordan (*SUPERBOY & THE LEGION OF SUPER-HEROES #231*). Planting a bomb inside this world's sun, they sought to turn the planet into pure energite, the universe's most valuable mineral. The planet was evacuated in time to save its inhabitants from the sun turning nova, and the Fatal Five escaped in the midst of a destructive explosion. This giant-size issue was perhaps the most dramatic and epic of the LSH/FF battles to date, involving most Legionnaires and the death of an entire world. The Fatal Five had clearly become far deadlier and very resourceful.

Encounter 9: The Fatal Five went magnanimous next as they unexpectedly arrived on Earth as the delegates of the world Corvan IV, where they'd been idolized by the local inhabitants (*SUPERBOY & THE LEGION OF SUPER-HEROES #246*). In battle, Superboy uses green kryptonite against the Emerald Eye; when the Eye is injured, the Empress suffers empathic pain from her link to it. Also in this issue, the Empress expresses her doubts about Tharok's leadership and contemplates taking over the team as well as his control over Validus. In a flurry of misunderstanding, the teams engage until the inhabitants of Corvan IV decide that they want no more to do with the Fatal Five. The FF disappear again (*SUPERBOY & THE LEGION OF SUPER-HEROES #247*).

While the Fatal Five took some time out, a powerful new group of super-villains known as the League of Super-Assassins emerged (*SUPERBOY & THE LEGION OF SUPER-HEROES #253-254*). The Legionnaires discover that this group is given their powers and take orders from someone called the Dark Man, but the League reveals nothing about him.

Encounter 10: When the mysterious Dark Man came to town, the Fatal Five formed an alliance with him to kidnap several Legionnaires (*THE LEGION OF SUPER-HEROES [second series] #269*). Seeking more information, the Legion returned to the League of Super-Assassins to ask their aid in finding the Dark Man. Blok, seeking to atone for his past actions, was the only one who agreed to help them. Timber Wolf eventually broke into the Dark Man's ship (the Dragonbane), discovering at last that he was a completely human version of Tharok (*THE LEGION OF SUPER-HEROES [second series] #270*). Light Lass finds that the Dark Man is a clone of Tharok, created soon after Tharok's transformation into a cyborg. Wrappin' it up quick-like, the creators blew Tharok and the Dark Man up and the Legion carted the other FFers off to prison again (*THE LEGION OF SUPER-HEROES [second series] #271*). This was the last appearance of the original Fatal Five. After this, the members would pursue their own conquests with varying success.

Solo!

The remaining members were well kept for a time. Validus put in a cameo and also became a pivotal part of the Great Darkness Saga (*THE LEGION OF SUPER-HEROES [second series] #294*). At its conclusion, Darkseid left the Legion with his curse: "The curse of darkness growing within you, destroying you from within.". It would be a while before this curse was revealed.

A new and improved Emerald Empress soon returned to prove she was capable of as much trouble as the entire Fatal Five. Of her former mates she said, "I've decided not to waste any more precious time with them now that Tharok's dead." (*THE LEGION OF SUPER-HEROES [second series] #303*). Securing the loyalty of the Dark Circle's Ontiir, she captured five Legionnaires, as well as Weber's World. No small feat, but nonetheless she was soon defeated and captured by the ever-resourceful Legionnaires.

Darkseid's curse bore fruit the day Saturn Girl gave birth to her twin sons. Cloaking Medicus One in darkness, Darkseid abducted one of the twins without Garth and Imra's knowledge. He then transformed this child into Validus and transported him back in time to face his own parents in battle fully grown (*LEGION OF SUPER-HEROES [second series] ANNUAL #3*). The Legion's next encounter with the rampaging Validus brought Saturn Girl to the realization that he was, in truth, her second son (*LEGION OF SUPER-HEROES [third series] ANNUAL #2*). In an inexplicable act of mercy, Darkseid restored Validus to his parents intact - - or was he? Several years later we would learn that Garridan Ranzz carried a deadly virus - - the Validus Plague - - which killed many Winathians and crippled his father (*LEGION OF SUPER-HEROES [fourth series] #3*).

Resuming his old trade as an assassin for hire, the Persuader returned to Talok VIII and teamed up with Lady Memory, attempting to overtake that world (*TALES OF THE LEGION #318-319*). He was captured and would remain imprisoned until such a time that the Emerald Empress would free him for membership in her new Fatal Five.

Team 2: The Empress Takes All

Encounter 11: Taking her powerlust to the next logical step, the Emerald Empress recruited three new members to join her and the Persuader in the new Fatal Five. The recruits included the flame-wielding Flare, the acid touch of Caress, and the recently rejected Legion applicant Mentalla. Mano tried in vain to rejoin the new FF, but the Empress was unwilling to work with him; he was captured again by the Legion. In this epic battle (*LEGION OF SUPER-HEROES [third series] #24-26*), the Empress revealed Sensor Girl as Projectra, inviting her to join her evil agenda as a peer. The Empress uncovered Mentalla as a traitor who was trying to prove her worth to the Legion by infiltrating the Five; for that, the Empress killed her. It was Projectra who eventually took out the Empress, with the rest of the Legion handling the remainder of the Fatal Five. This was the only appearance of this team. It also signaled the beginning of the end for Sarya of Venegar, who would soon realize her fate.

The Empress somehow found a new pawn, the Khund Garak of the Glow, whom she coerced into freeing her from Labyrinth (*LEGION OF SUPER-HEROES [third series] #54*). Obsessed with finding a way to live without the Eye, her new agenda was aimed at finding the secrets of immortality (*LEGION OF SUPER-HEROES [third series] #57*). This brought her to Earth and again, up against the Legion. In the ensuing battle on Trom, she lost an eye, replacing it temporarily with the Emerald Eye. Ultimately she revealed that the Eye had consumed her and pleaded to Sensor Girl to release her from its thrall (*LEGION OF SUPER-HEROES [third series] #58*). This she did, not realizing that the Eye was also keeping the Empress alive; when deprived of its senses, the Eye released the Empress and she died.

Team 3: Out from Nowhere

Encounter 12: The final incarnation of the Fatal Five includes the recovered Tharok, Mano, and Persuader, as well as Mordecai and *two* new Emerald Empresses. This team was masterminded by Leland McCauley, who gave control of one of the Emerald Eyes to his girlfriend, Ingria Olav. They proceeded to liberate the Persuader's Atomic Axe (*LEGIONNAIRES #2*). In the meantime, Cera Kesh, a rejected Legion applicant, took control of the other Emerald Eye (*LEGIONNAIRES #3*). McCauley completed the team by freeing the Persuader, acquiring Mordecai, and revealing Tharok, also in his possession (*LEGIONNAIRES #4*). Shortly after the new Fatal Five's debut, Cera Kesh killed Ingria, taking control of both Emerald Eyes and stealing away with the rest of the Fatal Five (*LEGIONNAIRES #6*).

Appearances (Chronological):

Adventure Comics #352 (1.67), "The Fatal Five!"
Adventure Comics #353 (2.67), "The Doomed Legionnaire"
Adventure Comics #365 (2.68), "Escape of the Fatal Five"
Adventure Comics #366 (3.68), "The Fight for the Championship of the Universe"
Adventure Comics #378 (3.69), "Twelve Hours to Live"
Superboy, v.1 #190 (9.72), "Murder the Leader"
Superboy, v.1 #198 (10.73), "Prisoners of the Time Lock"
Superboy, v.1 #203 (8.74), "Massacre by Remote Control"
Superboy, v.1 #215 (3.76), "The Hero Who Wouldn't Fight" (*Emerald Empress*)
Superboy, v.1 #219 (9.76), "The Plunder Ploy of the Fatal Five"
Superboy & the Legion of Super-Heroes #231 (9.77), "A Day in the Death of a World"
Superboy & the Legion of Super-Heroes #246 (12.78), "A World for the Winning"
Superboy & the Legion of Super-Heroes #247 (1.79), "Savage Sanctuary"
Superboy & the Legion of Super-Heroes #254 (8.79), "A Madman Shall Lead Them" (*Dark Man mentioned*)
The Legion of Super-Heroes, v.2 #269 (11.80), "Who Shall Name the Dark Man?"
The Legion of Super-Heroes, v.2 #270 (12.80), "Who is the Dark Man?"
The Legion of Super-Heroes, v.2 #271 (1.81), "What is the Dark Man?"
The Legion of Super-Heroes, v.2 #294 (12.82), "Darkseid" (*Validus*)
The Legion of Super-Heroes, v.2 #303 (9.83), "Those Emerald Eyes are Shining" (*Emerald Empress*)
Legion of Super-Heroes Annual, v.2 #3 (1984), "The Curse" (*Validus*)
Tales of the Legion #318 (12.84), "Shadows of Future Past" (*Persuader*)
Tales of the Legion #319 (1.85), "If Memory Should Fail" (*Persuader*)
Legion of Super Heroes, v.3 #24 (7.86), "Suspicion"
Legion of Super Heroes, v.3 #25 (8.86), "Revelation"
Legion of Super Heroes, v.3 #26 (9.86), "Illusion"
Legion of Super-Heroes Annual, v.3 #2 (1986), "Child of Darkness, Child of Light" (*Validus*)
Legion of Super Heroes, v.3 #57 (2.89), "Under a Watchful Eye" (*Emerald Empress*)
Legion of Super Heroes, v.3 #58 (3.89), "If Thine Eye Offend Thee" (*Emerald Empress*)
Legionnaires #2 (5.93), "In Death's Grip"
Legionnaires #3 (6.93), "The Beast Below"
Legionnaires #4 (7.93), "If Looks Could Kill"
Legionnaires #5 (8.93), "New Life, New Death"
Legionnaires #6 (9.93), "An Eye for an Eye"

Membership

	Member	Alias	Joined
1.	Emerald Empress I	Sarya	Adventure #352
1.	Mano	unknown	Adventure #352
1.	Persuader	Nyuen Chun Ti	Adventure #352
1.	Tharok	none	Adventure #352
1.	Validus	Garridan Ranzz	Adventure #352
6.	Caress	Chi Tsan	LSH v.3 #24
6.	Flare	Ray Sah	LSH v.3 #25
6.	Mentalla	Deyla Castil	LSH v.3 #25
9.	Emerald Empress II	Ingria Olav	Legionnaires #2
10.	Mordecai	none	Legionnaires #3
11.	Emerald Empress III	Cera Kesh	Legionnaires #6

Section III - The Legion of Super-Heroes versus the Fatal Five:

The following is a review of the reboot Legion of Super-Heroes' first encounter with the infamous Fatal Five. This review was written by AOL member Grill01.

The Fatal Five

by Grill01

I was asked to write a review of the Fatal Five storyline that recently concluded in issues of *LEGION OF SUPER-HEROES [fourth series]* and *LEGIONNAIRES*. At first I thought perhaps I wasn't the one who should be writing this. After all, I don't possess the original entanglement with the Five, although I did read it once several years ago. I was waiting for it to arrive in one of the next Archive books (but that's a whole other subject). Even so, would I be able to write an intelligent comparison?

Then I realized that a comparison wasn't necessary. After all, these stories were written in part, except for a few "wink-wink" tie-ins, for new readers. These new readers were experiencing the Fatal Five for the first time. On that level, I was on an equal playing field with everyone else. So with that in mind, I accepted the challenge.

It's difficult to find a place to call the start of this story. On one hand, this tale wraps up so many loose ends that have been running for a while that it seems like *LEGION OF SUPER-HEROES* is a good place to start. But that's impractical. Perhaps we can start with Mano's first appearance a few issues later? Again: impractical. What about starting with *LEGIONNAIRES ANNUAL #2*? No, space considerations rule that out - - not to mention I don't want to go back that far! Let's instead just give a real brief gloss-over on what's gone on before, so those not in the know can catch up with the rest of us ...

The Legion of Super-Heroes is a group a teen-aged super-beings brought together by the United Planets by a draft. President Chu was behind bringing everyone together, and has been ruling the Legion through leader Cosmic Boy with an iron fist.

During one battle, Tinya Wazzo, known as Apparition, was killed by the White Triangle, a group of Daxamite purists. Her mother, Ambassador Winema Wazzo, was crushed, and blamed the Legion for her daughter's death. In retribution, it appears that she has sent a killing machine to Legion headquarters.

We pick up the action with *LEGIONNAIRES #34*. Shrinking Violet takes on the intruder, a sort of Starfinger - - Garth Ranzz/ Lightning Lad in the original continuity - - and brings him down. In the process she tears her uniform and replaces it with a lower cut, more revealing one. I approve of the costume, and wonder if it is a sign of a new Violet to come - - one who has tendencies unusual in comics, and last seen in the third series of *LEGION OF SUPER-HEROES*.

It turns out that the intruder is Jan Arrah. After Saturn Girl probes his mind, she discovers he's been the victim of mind-wipe by Winema Wazzo. As Wazzo was attacking him, she yells: "The Legion had no *business* pulling her [Tinya] into your Daxamite war! She wasn't that *powerful*! *They took her life*! Now I'm going to take *theirs* - - and *you'll* be my *instrument*!".

The Legion brings this evidence to the United Planets Council, but things get disrupted when President Chu sees an image on the viewscreens within Jan's ship as he heads toward Earth - - the Sun-Eater! She adjourns the Council and takes the Legionnaires to an underground secret bunker. She explains that various cultures fear the Sun-Eater so much that they engineered genetically-enhanced living weapons against it. She names Mano, Tharok, Validus, the Persuader, and the Empress of Venegar. Lyle calls them the Fatal Five.

A good story so far. All the plot points are well laid, from Valor's scene on Drak IV to the appearance of a form awash in static on Tharok's viewscreen at the end. In retrospect, I should have expected the con being played against the Legion from that scene, but I was fooled. And had I not been fooled, the story wouldn't have been as enjoyable now, would it?

In *LEGION OF SUPER-HEROES #78* the team splits up and sets out to find the Fatal Five. First off we meet Mano, still imprisoned on McCauley's asteroid (how long has he been there?). This ties in to his earlier appearance and keeps the continuity flowing. When Mano says "yes" to the mission, it is almost chilling. I wouldn't want to be McCauley after the Sun-Eater is dealt with.

Next up: Saturn Girl and Spark retrieve Validus. This section was all grunting and groaning, but to tell you the truth, I never did like him anyway. Kind of senseless. Thankfully, this section was only three pages.

The Empress of Venegar has the most radical change from her earlier days. It seems strange to be writing "Empress of Venegar" instead of "The Emerald Empress". But without the Eye, she's a different person - - what the Eye holds for Zoe, I have no idea. Anyway, she is now a homicidal maniac with an anorexic waistline. What good someone who likes to stab people would be against the Sun-Eater I've no idea either, but she may be interesting to watch in the future.

Gates in the best thing about the Tharok segment. I love his wisecracks and sly observations. The history of Tharok and his accident were brought into the story smoothly, and even though he gave up without a fight, it fit into his character nicely.

Seeing Brainiac 5 in the final roundup segment - - the Persuader's - - was a nice touch also, reminding readers that he's still there in Takron-Galtos. The Persuader himself really had very little to do save spit in the warden's eye.

The end pages, where the Fatal Five get armed and threaten the Legionnaires seems a bit rushed and contrived. That was probably to end the issue with a cliffhanger. Still, if it was so easy for them, why didn't they escape earlier? I know, the story wouldn't make sense then, but can you understand my disappointment at the end?

This brings us to *LEGIONNAIRES #35*. Roger Stern takes over as Co-Plotter and Scripter with this issue. The story seems to be designed as a way to slowly bring Roger into the fold, due to the fact that it really has very little to do with the Fatal Five at all, but instead has more of the feel of a fill-in issue. I must say that Roger is my favorite writer on the *SUPERMAN* books because I always feel I get more story for my money. His scripts are dense with dialogue (check out page 4 for an example) and quite frankly, take longer to read than most writers, and that's why I like him.

I won't spend too much time with this one, but I must say I liked the humorous moments with Future Girl, the Athramites, Tenzil's acid spit, and Chuck Taine's use of balls and angles (shades of *SUPERBOY & THE LSH #216* for us long timers!). The Fatal Five makes a three page cameo to remind us that they're still there, and lastly, XS comes home at the end! For just a simple, fun read, *LEGIONNAIRES #35* is hard to beat. However, I'm sure there are some who didn't like it.

The cover to *LEGION OF SUPER-HEROES #79* was plastered all over the DC Universe in the month of February, advertising the book, so to non-fans the story probably started here (by non-fans I mean someone who might have picked up the book just from seeing the ad). The title on the cover, "Fatal Fight", had me a little worried, because as most of us know, it was during the Fatal Five's first appearance in the original continuity against the Sun-Eater that led to the death of Ferro Lad. Since he wasn't introduced yet, the odds seemed very slim that he would die, however that left all the other Legionnaires on the chopping block. It seemed too soon to be killing members again - - Apparition's death wasn't even a year old yet - - but in this new Legion, who knew?

For the first several pages this is nothing but a fight issue. Normally I tend not to like these, but in this case it was good. It was fast-paced, energetic, and well drawn. The revelation that the Sun-Eater is a complete hoax almost gets missed as Tharok spills it in the midst of battle.

I don't know what to make of Star Boy's "Daxamite" powers. I know he had powers like Superboy's in the original version for a time, so the writer's are obviously about to pay homage to this part of the mythos. What they have in mind I do not know (nor am I likely to for several months).

One of two flaws to the story was the ease at which Brainiac 5 escapes his cell. Violet just walked in through a rather sizable crack in the wall, one that I would think the force-field by the door would have extended to. If Brainy were Imskian, he could have walked right out. As it were, he did so anyway by simply dialing in the combination to his cell. Now I have to ask: would those controls actual be on the *inside* of the cell? That seems extremely unlikely to me.

The other flaw is that no one dies. Don't get me wrong - - I'm not a gore hound nor did I want anyone to die. It's just one of the rules of comics: villains never kill the heroes when they get the chance. There are unconscious Legionnaires all over the floor by the end of the issue. The Empress could have run along and slit all their throats in two minutes flat. Or the Persuader could have chopped them. Or any number of other possibilities. You get my point.

I just thought of a third flaw, and it has to do with the art. You'd think that at $2.25 an issue the printing of *LEGION* would allow for bleeds. That's a process where the art goes all the way to the edge of the page. A flashy issue like this would have looked better if some of the pages bled. In the deluxe Levitz era books, they did this all the time and I thought it made a world of difference.

The beginning of *LEGIONNAIRES #36* is exciting, as I wondered who was after XS. I assumed it was someone from the so-called "Rescue Squad" I had read about on the Legion Newsgroup, but I wasn't sure, nor did I know who it was that was after her. I had a thought that one of them might be Andromeda when she pulled her hood down, but I have nothing to base that claim on. A short synopses follows, explaining again what's happening and foreshadowing stories yet to come. We then see Winema Wazzo again, exposing herself to us as the villain (or so we think) before we catch back up to the Legion and the Fatal Five facing off on Takron-Galtos.

The "Rescue Squad" bursts in and I couldn't be happier. Live Wire! Ultra Boy! XS! Haven't seen these three in a long time ... Valor! I wondered what had happened to him. It seemed stupid to bring him in during the Superboy crossover only to forget him and allow him to fly off. Now we know what he was up to....Andromeda! Even better. She was rotting in that jail cell, and even though this Andy isn't the one I grew to love before Zero Hour, I still like her. Jan Arrah! He seemed to be floating around without much to do much like Valor. It's great to see him back in action, even though he doesn't have a name yet (please not Alchemist again!).

The first little sequence deals with Andromeda and Valor. It is hilarious watching him deal with the title "My Lord Valor". It obviously annoys him, and with Triad calling him some variation of it also, it will no doubt come to a head soon. The sooner he is accepted in the 30th century, the better off for everyone. I still enjoy it now, but if it goes on ad nauseum, I will probably be as annoyed as Lar is.

The next few panels of note deal with Ultra Boy receiving some sort of psychic message. There's a possibility that it could be Saturn Girl, but I have a feeling it's Tinya, somehow merged with his body after the White Triangle struck her down. In some ways it seems as if this story is laid out to bring the Legion back to happy times. The return of Apparition would be high on a lot of people's lists (Not mine necessarily - - don't get me wrong. I liked her. I thought she got robbed in the last Legion continuity, but when she was killed is this continuity I thought it was a big shock - - a shock that registered big with me. It made the White Triangle story very hard to forget). Alas, Ultra Boy gets chopped down, and we don't revisit this storyline in this issue.

After everyone wakes up we get a quick summary of where the "Rescue Squad" came from. I write quick because it seemed as though so many things were tied up really neatly in just over two pages. Yes, it all made sense, and yes, I too liked the wrap up. Several sub-plots that have been lying around dormant for months are dealt with. One can assume (although with this new Legion it's never a good idea to assume too much) that most of the "Rescue Squad" will become members over the course of the next couple of issues. That would be fine by me.

The next couple of pages are comprised of a simple down-and-dirty fight, although Kinetix joins the fray somewhat unexpectedly. When Zoe questions the Empress about the Emerald Eye, it is apparent that the Empress knows something about it: "The *Eye*? What do *you* know of the Eye?!"

Also during this melee, Tharok receives a transmission from Earth from the U.P. Compound. This strongly suggests that Winema Wazzo is behind the whole Sun-Eater/ Fatal Five fiasco.

Best line of the sequence is, without doubt, Gates' "Can't you mammals even keep track of your own appendages?" while discussing Zoe's new tail.

A nice touch as the Fatal Five tears through Drak IV is Mano's unease at what they're doing. When he asks "Is this mayhem *necessary*?" I actually sort of felt for him for a moment. It also foreshadows what he's going to do in the final part, but more on that when we get there.

The end of the issue sets us up for the conclusion. The team is divided into three parts. One, a powerful team to take on the Fatal Five. Two, a group led by Saturn Girl to go to Titan to stop a Titan/ Braal war that will obviously be the next storyline in *LEGIONNAIRES #37*. And three, the Espionage Squad going back to Earth to deal with Ambassador Wazzo.

It is this third group that we follow towards the end. It seems as though disaster strikes them and that two of them are dead. That seems a little extreme, but the new writers have made bold moves before. On the final page, Winema Wazzo shoots both President Chu and Brainiac 5 in the chest in another set of fatal-looking blows. Has the Espionage Squad crumbled this easily, and this deadly???

First thing I noticed about *LEGION OF SUPER-HEROES #80* was the picture of Kinetix in the roll call area. It's her old look. That got me wondering as to whether or not her new green, elf-like look was permanent or not ... but that's kind of irrelevant as the Fatal Five story draws to a close.

Actually, I guess the first thing I noticed was the word "Victory!" on the cover. Not that I didn't think they would win, but that did deaden some of the suspense - - especially where it concerned if certain characters were still alive from last issue. But there in plain view, flying safely, are Brainiac 5, Triad, Chameleon, and Invisible Kid. As a group portrait though, it was kind of nice. Oddly, I thought Gates looked really out of whack with the rest of them. Somehow I doubt there'll ever be a storyline of his young love life with, say, XS.

Back to the plot: things look rather grim at the start. Cosmic Boy is really taking it badly as tears stream down his face. R. J. Brande tries to console him some, but isn't very successful. Ambassador Wazzo enters the picture and states that her plan is to use Brainiac's time machine to go back and somehow save Apparition from her untimely death. He refuses and, in the one scene where I thought someone's death might be real, "dies."

Beyond that we get the usual "Team Splits Up And Fights Many Menaces At The Same Time" drill, a technique that was very popular during the Levitz run. Certain elements of the Fatal Five, as us old-timers know them, seem to disappear in the wrap-up. Jan Arrah turns the Persuader's axe into cheese spread. I doubt that he would change it back, so does that mean that the Atomic Axe is gone forever? Somehow I doubt it.

But the most compelling change was when Mano faced off against Tharok. He angrily approaches Tharok with his hand poised asking "You did *what*?!" when the half-man, half-machine announces that he's launched missiles toward Titan. Mano has already lived through one planet's decimation (his own) and doesn't care to do that again.

When Andromeda and Valor burst into the room, they find Mano kneeling by Tharok, his robot-half a pile of melting glop on the floor. Again some sympathy went his way as I read his anguished words: "I thought we were *fighting* mass-murderers! I didn't know ... that's what *we* are!". However, one bit of dialogue was confusing in this scene, and I *think* it was a typo by Pat Brosseau, the Letterer. Mano says: "I-I *had* to do it! He didn't know what our *plan* was! He never *told* me!". I think that was meant to say "*I* didn't know what our *plan* was!". Because if *He* didn't know the plan, how would he have known to launch the missiles? Whereby "*I* didn't know ..." makes sense, and explains why Mano greased Tharok.

Either way, these two will never quite be what they were. Mano is a bleeding heart, not really into killing like the old one. And half of Tharok is gone! I suppose he'll get rebuilt before his next appearance, but I can't imagine him wanting to team up with Mano again after what he did to him.

Andromeda's life lesson learned was a refreshing change of pace from today's comics. Had she been Lobo she would have been in seventh heaven watching Tharok die before her. But being a Legionnaire, she was concerned for his life, and although I'm sure it will mean trouble on and off for years to come, I'm glad she did it. Maybe it will teach some young people that life is a little more precious than they think it is (end of editorial). The scene where Valor flies off to stop the missiles without her help is amusing when it is capped by his saying "In*cred*ible! She actually stood *up* to me!"

Back on Earth, Winema Wazzo has confessed to everything that's been happening lately. But "killing" Brainy seems to have burst her concentration, and President Chu stupidly asks her what got into her? Why did Wazzo take the fall for all of her covert operations? At this point I experienced a genuine shock, because I thought Wazzo was behind everything all along. To find out it was Chu, a character I sort of liked in the beginning, was surprising, and unexpected. Soon afterwards, "dead" bodies start to pop back to life everywhere as the Legion Espionage Squad waltzes in and arrests Chu.

One thing I didn't understand was how Lyle could expose his ribs. I thought he was either completely invisible or completely visible. I didn't think there was an option of how strong the invisibility was. While I think it's a neat update to his power, it came out of nowhere, and I think that's a little unfair as a literary device.

The funniest part, though, was when Cham, who we thought knows no Interlac, says "Did you honestly believe my linguistic instruction would require such a protracted *apprenticeship*? In actuality, I maintained the *appearance* of lexical difficulty merely to *abet* this charade. *Comprende*, senor?". I fell out of my chair laughing at that. I have to admit I first thought Cham's dalliances with Interlac were amusing, but had long grown tired of them. To find out he knew it all this time and kept it hidden in check was great. And now, we don't have to muddle through his dialogue, trying to figure out what he's saying.

During the concluding explanation, we discover that indeed this story has been going on for a long time, ever since Imra was in the hospital following the attack of the Composite Man. Now truly, I'm not sure everything was planned that far back. When a writer writes, there's often a time when you realize something you've already written helps you greatly with an new angle you want to take. Whether this is how the writers arrived at the final story or whether it was all plotted doesn't really make any difference ... the conclusion left me with a feeling that the Legionnaires were on their own now, finally, for the first time. I look forward to their new adventures ...

Section IV - Spotlight on: the Wanderers:

Presented below is an article by AOL member RobS54 spotlighting the Wanderers.

The Wanderers

by Rob Sandusky

The Wanderers have had an interesting, but very short history in the Legion mythos. They even had a short-lived series of their own in 1988-89. When first introduced, there were seven members: Celebrand, Dartalg, Elvo, Immorto, Ornitho, Psyche, and Quantum Queen. In the 1988 version, the group consisted of: Aviax, Dartalon, Elvar, Psyche, Quantum Queen, and Re-Animage. Also part of the group was Clonus, a Controller.

Early History of the Wanderers

We know very little of the Wanderers, except that they were a group of normal humanoid heroes from the far reaches of space beyond the United Planets' jurisdiction. They met the Legion in peace, and pledged to be friends. With no ties to any planets or governments, the thrill of adventure is what kept them going. We never knew their true names or home planets.

Their First Appearance

What is very interesting about the Wanderers is that one member (Quantum Queen, as she was labeled) predated the first appearance of the group. In the famous "Adult Legion" story in *ADVENTURE COMICS #354 (Mar 1967)*, Superman sees a statue of Quantum Queen, with the words "Perished preventing an escape from the Cosmos Prison" written on it, as he walks through the "Hall of Dead Legionnaires".

The Wanderers as a team appeared in the first part of the two-parter entitled "The King of the Legion", twenty-one months later in *ADVENTURE COMICS #375 (Dec 1968)*. Celebrand had a cameo in the second part the following month. In this story, the Legion and the Wanderers meet for the first time and pledge friendship. On the way back into their sector of space, the Wanderers encounter the Nefar Nebula, which was a radioactive space cloud that caused temporary character reversals. The Wanderers went rogue and stole the Seven Stones of Alactos. The Legion, who had been challenged to send their mightiest member to "combat in a tourney on the last planet" by an unseen foe, decided to turn capturing the Wanderers into a contest to determine who was the most powerful Legionnaire. For those who didn't read those issues, Chameleon Boy was the winner (although he was in the shape of Bouncing Boy - - go figure!).

Other Appearances

The Wanderers wouldn't be seen again for five years. Then in *SUPERBOY [first series] #200 (Feb 1974)*, all seven are depicted in a cameo at the marriage of Bouncing Boy and Duo Damsel.

THE LEGION OF SUPER-HEROES [second series] #294 (Dec 1982) was the last issue of the six part "Great Darkness Saga", with the Legion and all their allies in battle with Darkseid and the renegade Daxamites. In a final stand on Weber's World, the Wanderers are seen trying to protect the artificial planetoid (eight years from their last appearance). Cameos are seen of all seven again, but in four panels. This would be their last appearance for more than six years.

Then, in early 1988, full page ads were used to re-introduce the Wanderers, with this heading: "The Wanderers - Reborn to solve their final mystery ... Who killed them?".

In June 1988, a 13-issue run of *THE WANDERERS* started. A renegade Controller, an expert in cloning, discovers the Wanderers' ship with all seven dead inside, surrounded by glowing crystals. He takes tissue samples and clones them, adapting and expanding their powers. Only six of the original seven survive the cloning. Some take new names, and grapple with their changed bodies and powers. Clonus, the Controller, is killed and his life-essence is transferred into a computer. He serves the group as mentor and information provider. Over the first five issues, they discover that they were killed by creatures that were failed cloning experiments. The creatures live for a time in the strange crystals that were found by their original bodies. After they hatch, the evil, devilish creatures that come out attach themselves to other creatures' brains and feed off their living energies, using the body like a zombie. When they bleed, more crystalline cocoons appear. The Wanderers eventually figure out that this is a side-effect of the cloning process, for when a clone tries to procreate, the offspring mutate into those devil-like creatures. Therefore, the Wanderers know that they will never have children. The devil clones are destroyed.

The Wanderers have several more adventures together until issues *#13*, where they are abducted by aliens, try to re-clone Celebrand who had been inside of Re-Animage on his left lung, figure the aliens are responsible for the dying out of the dinosaurs and the emergence of mammals, discover how to work around the "babies turning into monsters" thing, and finally fly off into a rift in space (and possibly time and reality) to become the true Wanderers. Actually, the series ended due to poor sales, but was left open so that if ever needed, the team could return.

In the rebooted Legion, the Wanderers have yet to be reintroduced.

Specific Character Histories

Celebrand

Initially, the Wanderers appeared somewhat older than the Legion, by perhaps 10 years. Celebrand, the leader of the Wanderers, appeared even older, perhaps in his 40's or so. He did not have any outwardly visible super-powers, but appeared brilliant and well spoken. While never shown, the first *LEGION OF SUPER-HEROES SOURCEBOOK (Mayfair Games, 1986)* indicated the powers of comprehending languages, danger sense, hypersensitive touch, mind over matter, object awareness, and telepathy. It was Celebrand's natural leadership abilities (as well as being grafted to his left lung) that helped Re-Animage step into the role of leader when the *WANDERERS* series was launched. He was the one clone that never took, but in the last issue of the 1988 series, the Wanderers were able to work around their problems. Celebrand was cloned and would be joining them in nine months, the time needed to grow a full clone. Unfortunately, the series did not make it those nine months ...

Dartalg/ Dartalon

Dartalg initially was a normal humanoid with no super-powers. He had an arsenal of darts that were able to execute various effects, and used a blowgun to propel them, a sort of futuristic "Green Arrow". In the remake of 1988, Dartalg was, in my estimation, the Wanderer most transformed in body and powers. He looked like a human porcupine, covered with fur and quills. These razor-sharp quills could be broken off and thrown, dipped in poison, knock-out liquid, etc. (these were carried in a quiver), or hurled off his body. Those on his hands and arms could be used like claws to fight, punch, tear, and scratch. He was given the name Dartalon, for his power was darts and talons. Any quills expelled from the body grew back quickly within hours.

Dartalon was the most resentful of the new Wanderers due to his new body and how he saw himself as a freak. He was depicted as a fierce and independent fighter, and was the least loyal to "fight the good fight". He tried unsuccessfully to get the Wanderers to sell themselves out as mercenaries.

Elvo/ the Elvar

Elvo was a swordsman, who also was a normal humanoid. His sword was electrified, and he used it well against foes. When he was cloned, his body was made smaller, more elf-like, and he was given a higher level of agility and speed. He was given a new sword that was powered by the Elvar's sheer will. This sword, when powered up, could basically cut through just about anything.

Feisty and plucky, the Elvar was a real team player. He appeared close to Dartalon, although they tended to antagonize each other for fun. He was the one who successfully discovered the method to clone Celebrand. He also figured out the way to get around the inability of the Wanderers to procreate without having monsters for children.

Immorto/ Re-Animage

Immorto was not able to stay dead; when he died, some force within him revived him and repaired any damage to his body. Because of this, he was very dangerous. There was nothing that he wouldn't do because he knew that he would live through it (so, how did he die along with the original Wanderers, I wonder?). He also had the powers of regeneration and super-speed. He was a deadly shot with excellent aim.

When reborn, he was called Re-Animage, which is a cross between the words reanimation and magic. His body was spliced with microscopic parasites that lived off the "aging agents" found in the body. Now, not only was he truly immortal (nothing short of being vaporized would kill him), but he could also regenerate any part of his body that was damaged (as his hand, which was burned off), and he would stay eternally young. He also had the augmented power of being able to transfer his "life force" to others (in one story, Psyche dies and he brings her back to life). In the final story arc, we find that Re-Animage is carrying the DNA of Celebrand, and that this DNA had affected him by giving him the leadership abilities needed to lead the new group.

Ornitho/ Aviax

Ornitho was a humanoid with large white wings. He was a changeling with the power to morph his body into any bird life that existed. In his new form (and with the new name Aviax), he could still do that, but he could also morph into any creature of flight he imagined. Aviax also had hollow, porous bones that, while very breakable, would aid him in flight. Aviax loved his new powers and name, and he was the most enthusiastic of the changes in him. He often would take flight and scout ahead for the group. He acted as pilot for their ship, and spent a good deal of time at the ship's control panels. He often seemed condescending to the others in the group, and was often at odds with Dartalon.

Psyche

Initially, Psyche was called the "Mistress of Emotion". She was able to broadcast her emotions and cause others to "fall" under her powers. In the remake, Psyche's powers were multiplied, where her powers could extend over a group of people, rather than just one person. Her powers were more telepathic in nature, and she was often receiving psychic flashes in a dream state. She was described as a "psychic mirror" and reflected the feelings and states of those around her. It was inferred that she thrived on, and possibly needed to "feed" off, the emotions of others like a psychic vampire. When this emotional power was stored up, she could release it as a psychic blast at others. Psyche tended to be a bit of a loner and was shunned by her fellow Wanderers.

Quantum Queen

In both versions of the Wanderers, Quantum Queen was the most powerful of the team. Initially, she was able to turn her body into living light and move around quickly. She was also able to generate bio-blasts from the light which radiated from her body. These blasts tired out her body and required her time to regenerate. In her new form, she appeared unstoppable. When turning her body to light energy, she was able to live in space without a space suit, shoots rays of different kinds from her fingertips (like lasers), and become invisible. She had so many forms of light and heat at her fingertips that she did not know the full extent of her powers. She seemed only hindered by her imagination and sheer willpower. The Queen was also able to release an ultraviolet "ghost" from her body, as well as several smaller version of herself.

The Queen was very stable, and handled her "rebirth" better than anyone else on the team. She seemed to be second-in-command to Re-Animage.

Section V - Spotlight on: the Heroes of Lallor:

Presented below is an article by AOL member RobS54 spotlighting the Heroes of Lallor.

The Heroes of Lallor

by Rob Sandusky

The Heroes of Lallor have had a long history with the Legion. They were first introduced in September 1964, and have had a steady, although sparse, involvement in the on-going Legion storyline. When first introduced, there were five members: Beast Boy, Duplicate Boy, Evolvo Lad, Gas Girl, and Life Lass.

The Planet Lallor

We know that Lallor is on the outermost reaches of known space. It has never been part of the United Planets, and during the "Five Years Later" storyline, was part of the Khundish Empire. We're told that Lallor looks much like Earth, and the only physical difference is a slightly higher gravity than our world. They have many mountains of rusting armaments from their war-like past. We're also told that they are trying to leave their past behind, and that there is a sub-space station where all incoming ships must stop and temporarily surrender all their weapons. No unregistered weaponry is allowed down on the surface. The Lallorians pride themselves on being some of the friendliest sentients in the known universe.

Their First Appearance

As noted earlier in this article, Lallor had a terrible war-like past, where atomic weapons were used. Then Prime Minister Vorr authorized the use of such weapons, and the continent of Antillar was destroyed. Five families living on the fringe of the radiation gave birth to children who manifested super-powers. At that time, they were adopted by the medical authorities. Later, as teen-agers, they were introduced to the public. Vorr saw them as a threat, and had them exiled. Dr. Marden King, who was the brother of the then deceased Jungle King, contacted the heroes, and offered them a place to stay on Earth. He convinced the heroes that the Legion was "evil", and that if they could rid the Earth of the Legion, they could have a permanent home.

However, the Lallorians and the Legion quickly discovered the ruse of King, and he was defeated. The Lallorians discovered that Vorr had been ousted, and they returned home. They became planetary protectors from that point on.

Other Appearances

In *ADVENTURE COMICS #339 (Dec 1965)*, Beast Boy is highlighted in a story which describes how he turns his back on humanity after he is shunned for his strange animal powers. It is also in that issue that he dies. The other four heroes are shown in cameo appearances.

In *ADVENTURE COMICS #354 (Mar 1967)*, which is commonly known as the first "official" adult Legion story, Duplicate Boy is seen as an adult, married to Shrinking Violet, and living with her on Lallor with their two children.

In *ACTION COMICS #381 (Oct 1969)*, Duplicate Boy is seen again in a story featuring Violet and Matter-Eater Lad. The issue of Lallor being so far away from Earth is a central theme. Duplicate Boy is also seen in a new costume.

In *SUPERBOY [first series] #200 (Feb 1974)*, Duplicate Boy is seen in a cameo at the marriage of Bouncing Boy and Duo Damsel.

Duplicate Boy is featured in *SUPERBOY [first series] #219 (Sep 1976)*. He is seriously injured by the Fatal Five on Violet's home planet Imsk. This story truly sets up the love triangle between Duplicate Boy, Violet, and Colossal Boy.

Duplicate Boy appears next in *SUPERBOY & THE LEGION OF SUPER-HEROES #234 (Dec 1977)*. It seems as if he may have been visiting Earth to be with Violet, but the story never gives that information. In this issue, he and a handful of Legionnaires battle the "Composite Legionnaire", which is made up of Violet, Lightning Lad, Colossal Boy, and Saturn Girl. He is shown duplicating the powers of Phantom Girl and Lightning Lad, as well displaying as an ability to mimic animal cries.

Duplicate Boy again visits Earth to attend the wedding of Lightning Lad and Saturn Girl in *ALL NEW COLLECTORS' EDITION # C-55 (1978)*.

THE LEGION OF SUPER-HEROES [second series] #294 (Dec 1982) was the last issue of the six part "Great Darkness Saga", with the Legion and all their allies in battle with Darkseid and the renegade Daxamites. In a final stand on Weber's World, all four Lallorian heroes are seen trying to protect the artificial planetoid.

Somewhere right before the "Great Darkness Saga", Violet was abducted and an impostor was placed in the Legion in her stead. She fell in love with Colossal Boy and they were depicted being in a hot and heavy romance. In *THE LEGION OF SUPER-HEROES [second series] #296 (Feb 1983)*, while still putting Weber's World back together, Duplicate Boy is shown looking to Earth and observing Violet's whereabouts and doings. Evolvo Lad also has a cameo.

THE LEGION OF SUPER-HEROES [second series] #298 (Apr 1983) highlights a battle royal between Duplicate Boy and Colossal Boy over Violet. Duplicate Boy realizes that it is not the "original" Violet, says so in a way, and leaves.

The original Violet makes it back in *THE LEGION OF SUPER-HEROES [second series] #313 (July 1984)*. She takes off for Lallor and punches and dumps Duplicate Boy for "not letting the Legion know she had been switched with an impostor".

Violet dumping Duplicate Boy causes him an "emotional breakdown" and he loses his powers over it. In a back-up story in *TALES OF THE LEGION #317 (Nov 1984)*, all four Lallorian heroes are featured.

A mustached Duplicate Boy is seen in *LEGION OF SUPER-HEROES [third series] #62 (July 1989)*, part three of the Magic Wars, along with the other Lallorian heroes, as they battle the rise of magic over science.

In Giffen's "Five Years Later" storyline, the Dominators speak of the Heroes of Lallor fighting for their home planet. They are shown in *LEGION OF SUPER-HEROES [fourth series] #48, 57-59*.

In the rebooted Legion, the only Lallorian hero to be shown so far is Evolvo Lad. He was reintroduced with the name Evolvo as part of the Work Force, and was seen in the following issues: *LEGIONNAIRES #21 (Jan 1995), #22 (Feb 1995), #26 (June 1995),* and *#27 (July 1995)*. These are the four main issues of the reboot for Evolvo Lad, but he has had a few other cameos.

Specific Characters Histories

Beast Boy

As with all Lallorians, Beast Boy has two names, the names being interchangeable. His name is given as Ilshu Nor (or Nor Ilshu). Beast Boy's powers were the first noticed by the scientists on Lallor, as he manifested the ability to change his body into any known animal in the universe. He was very moody, and found himself shunned by his people due to his strange power. He left Lallor, and emigrated to Vorn, where he lived for some time with the wild animals on that planet and acted as their protector. At odds with the Legion who were called in because of the attacks the wild animals were involved in, he sacrificed his life to protect a young girl who had befriended him. The Legionnaires and Lallorian heroes erected a memorial to him on Shanghalla, and remembered him as the hero he had once been.

Duplicate Boy

Duplicate Boy's power was hard to determine at first, since it seemed to change from situation to situation. However, it was a time before they determined that Ord Quelu could "duplicate" any power that any other super-powered sentient has manifested. The only limitation is that he has to know about the power. During their initial exile due to Prime Minister Vorr, Ord met and fell in love with Shrinking Violet. Due to the vast distance between Lallor and Earth, Ord duplicated Superboy's powers often to visit her.

When Violet was kidnapped and an impostor was placed into the Legion, Ord was angry because he thought Violet went "undercover" without telling him. When he found out the truth, he was so grief stricken that he lost his powers. His teammates helped him regain them, but he and Violet never got back together. It has yet to be determined if they will be together in the new reboot storyline.

Evolvo Lad

Sev Tcheru has the ability to "evolve" back to an ape with strength and brute power, or forward to a time when Lallorians will be gifted intellectually. He has been the leader of the group from the beginning, and often helps the others solve dilemmas and other problems. When he evolves forward, he becomes a bald sentient with an enlarged head.

In the reboot of the Legion, Sev is the only Lallorian hero to be introduced so far. As Evolvo, he is presently part of the Work Force, which has included as its members Spider Girl, Karate Kid, Inferno, Lightning Lad, and Ultra Boy.

Gas Girl

Of all the heroes, Gas Girl, or Tal Nahii, is the one who has changed in appearance the most since her initial introduction. Then she had blue-green hair and looked very humanoid. Later, she had wispy, gas-like hair of yellow color. Tal has the ability to change her body into any form of gas. While in this form, she is impervious to any physical harm, and retains complete control over her body, even if breathed in by another sentient. She is somewhat impetuous, and a bit of a show-off. While not having a specific lover, she was close to Duplicate Boy as a friend, and seemed quite jealous when he first started dating Shrinking Violet.

Life Lass

Somi Gan has the most unique power of the Lallorian heroes. She is able to animate any non-living thing and give it living characteristics. The exact mechanism of her powers are unknown, but it is thought that she assumes psionic control over the molecules in the object, telekinetically causing it to mimic the movements of something alive. This lasts as long as she concentrates. She has been seen giving "life" to a chair, table, pieces of machinery, and a vehicle. Somewhat shy, she tends to hang back or with another one of the heroes. She also tends to let her objects take center stage.

Section VI - Who's Who in the Legion of Super-Heroes (part 7):

code name: ***Star Boy***™
real name: **Thom Kallor**
planet of birth: **30th century Xanthu.**
powers: **Mass inducement (meta-gene activated at birth); electrical vision, mega-strength, invulnerability, mega-speed and reflexes, flight (derived from accident).**
historical first app.: **ADVENTURE COMICS #282 (March 1961)**
modern first app.: **LEGIONNAIRES #0 (October 1994)**
historical data: **Thom was born with the ability to make things super-heavy. He later gained additional powers when his space ship flew through the tail of a comet. Those extra powers later disappeared, leaving only his mass inducing abilities. Taking the name *Star Boy*, Thom joined the *Legion of Super-Heroes*. Thom was unlucky member #13. Expelled for killing in self-defense, he was later re-admitted. Thom had a long term relationship with *Dream Girl* and later married Yvyya Val.**
modern data: **Thom was one of Xanthu's three planetary champions. When the United Planets requested a representative from Xanthu for the *Legion of Super-Heroes*, one of the others, *Kid Quantum*, was chosen. After Kid Quantum's death, Thom, as *Star Boy*, was chosen as his replacement. Although he signed on as the Legion's 13th member, active duty was delayed due to a serious space-cruiser accident. Thom was born with the ability to transfer mass from the stars into another object, increasing its weight. It appears that the cruiser accident has given him additional powers.**

Soon after the formation of the Legion of Super-Heroes, the United Planets decided to use the organization as a symbol of unity among the newly formed U.P.. One super-powered youth from each world of the United Planets would be drafted into the Legion. The planet Xanthu was lucky in that it had three champions to chose from: Kid Quantum, Star Boy, and Atmos. Ultimately, they drafted Kid Quantum, however he was killed on his first Legion mission. Star Boy was chosen as his replacement and prepared to join as the Legion's 13th member. Star Boy had been born with the ability to transfer mass from the stars into any object by simply pointing at it, making the object super-heavy. Shortly before he was to leave for Earth, Star Boy was in a serious space-cruiser accident. His injuries were so severe that his stint as a Legionnaire had to be postponed. Eventually, Star Boy became well enough to assume active duty, although his hands were still in casts. Soon after arriving on Earth, Star Boy manifested various side-effects, such as electrical vision powers, due to his cruiser accident.

Star Boy
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Section VII - Legion checklist [historical] (part 7 - Oct to Dec 1994):

The following is part 7 of a chronological checklist of the historical version of the Legion of Super-Heroes. All installments from this point on will include only reprints of the issues listed in the first six parts.

ZERO HOUR: CRISIS IN TIME # nn
cover date: 1994
publication date: 17 August 1994
format: 160-page, full color, softcover trade paperback
price: $9.95
story title: (*Zero Hour* reprints): ZERO HOUR: CRISIS IN TIME #4-0
comments: Trade paperback. Includes the Zero Hour tie-ins from *SHOWCASE '94 #8-9* and *ZERO HOUR: CRISIS IN TIME #4-0*.

LEGION OF SUPER-HEROES ARCHIVES volume 5
cover date: 1994
publication date: 05 October 1994
format: 224-page, full color, hardcover
price: $49.95
story title: (*Legion featurette* reprint): SUPERMAN [first series] ANNUAL #4
story title: (*Legion featurette* reprint): ADVENTURE COMICS #316
story title: (*Legion featurette* reprint): ADVENTURE COMICS #365
story title: (*Legion* reprint): ADVENTURE COMICS #340
story title: (*Legion* reprint): ADVENTURE COMICS #341
story title: (*Legion* reprint): ADVENTURE COMICS #342
story title: (*Legion* reprint): ADVENTURE COMICS #343
story title: (*Legion* reprint): ADVENTURE COMICS #344
story title: (*Legion* reprint): ADVENTURE COMICS #345
story title: (*Legion* reprint): ADVENTURE COMICS #346
story title: (*Legion* reprint): ADVENTURE COMICS #347
story title: (*Legion* reprint): ADVENTURE COMICS #348
story title: (*Legion* reprint): ADVENTURE COMICS #349
comments: Hardcover reprint series.

Section VIII - Legion checklist [reboot] (part 1 - Oct to Dec 1994):

The following is part 1 of the "reboot" checklist of the Legion of Super-Heroes. This installment includes all appearances of the Legion of Super-Heroes and L.E.G.I.O.N./ R.E.B.E.L.S. from books cover dated October 1994 through December 1994. Note that a new format has been instituted for the reboot checklist. The general format of the entries will now be as follows:

title listed in the indicia	# issue number
cover date:	date listed in the indicia
publication date:	date available to the general public
format:	page count (not including covers), coloring, grade of paper
price:	purchase price
cover credits:	penciller(s)/ inker(s)/ colorist(s)/ cover editor
cover description:	brief description of cover
story title:	(story number, if more than one): title of story
story length:	number of story pages
story credits:	editor(s)/ assist. ed.(s)/ writer(s)/ penciller(s)/ inker(s)/ colorist(s)/ letterer(s)
roll call:	membership of the Legion of Super-Heroes in the current issue
cast of characters:	people of significance appearing in the current issue
synopsis:	detailed summary of story
comments:	points of interest, explanations, related trivia
letters page:	title of letters page, editor of letters page, names of letter writers

Special thanks to KC Carlson, Tom Peyer, and Dan Raspler for supplying some of the missing cover credits. And now, without further ado, the reboot checklist ...

LEGION OF SUPER-HEROES [fourth series] # 0

cover date:	October 1994
publication date:	17 August 1994
format:	32-page, full color, New Format
price:	$1.95
cover credits:	Stuart Immonen (penciller)/ Ron Boyd (inker)/ Tom McCraw (colorist)/ Curtis King (cover editor)
cover description:	Live Wire, Cosmic Boy, and Saturn Girl fly over Metropolis.
story title:	"Time and Chance"
story length:	24 pages
story credits:	KC Carlson (editor)/ Mike McAvennie (assist. ed.)/ Mark Waid and Tom McCraw (plotters)/ Mark Waid (writer)/ Stuart Immonen (penciller)/ Ron Boyd (inker)/ Tom McCraw (colorist)/ Bob Pinaha (letterer)
roll call:	Rokk Krinn, Garth Ranzz, and Imra Ardeen (all three accept R. J. Brande's proposal to form the Legion of Super-Heroes).

cast of characters: Garth Ranzz of Winath; Ayla Ranzz (in flashback only); Mekt Ranzz (in flashback only); the Ranzz parents (names not yet revealed, mentioned only); the Ranzz children's aunt Ryth (last name not yet revealed, mentioned only); the lightning beasts of Korbal (in flashback only); Rokk Krinn of Braal (two-time magno-ball champion on Braal, nicknamed "Cosmic Boy"); Pol Krinn (younger brother of Rokk, name not yet revealed, mentioned only); the Krinn parents (names not yet revealed, mentioned only); Alux Cuspin (Rokk's manager, first name not yet revealed); Sindy Paller (magno-skater on Braal, mentioned only); Imra Ardeen of Titan (a cadet in the Science Police); S.P. Sgt. Bendah (first name not yet revealed) and one other unnamed S.P. officer on Titan; unnamed owner of stolen crystals who Imra discovers was the thief; A barter baron named Aymil (mentioned only); René Jacques Brande (third richest sentient in the cosmos, inventor of the Stargate technology); four unnamed male assassins posing as maintenance crew (hired by Roderick Doyle); Roderick Doyle (business partner of R. J. Brande, first name not yet revealed); Luornu Durgo of Cargg (personal assistant to R. J. Brande); President Jeanne Chu (president of Earthgov and the United Planets, name not yet revealed); S.P. Commander Edvard Hagbard (first name not yet revealed), Shvaughn Erin (last name not yet revealed), Niewa Quav of Korugar (first name not yet revealed), and other unnamed S.P. officers on Earth; Black Mace (mentioned only); unnamed criminals in jail cell with Garth Ranzz; the Stonn family (mentioned only); Prel Drygar (mentioned only); Oto and Jando (henchmen of Roderick Doyle, Oto is believed to have been executed shortly after this issue); Ambassador Roxxas of Daxam and the White Triangle (behind-the-scenes only).

synopsis: On Winath: Garth Ranzz has a nightmare about events that occurred three years earlier ... Mekt, Garth, and Ayla Ranzz have taken their parents new cruiser for a joy-ride. The charge indicator is low, so the trio are forced to make an emergency landing on Korbal, an asteroid in the same space-sector as their homeworld Winath. They determine that there was a short and that the ship's capacitor is completely drained. Ayla suggests that they can coax the lightning beasts of Korbal to recharge the capacitor. The lightning beasts zap the three teens, knocking them unconscious. Garth wakes from his nightmare. It's 4:05 ... the shuttle from the Braal colony is scheduled to arrive soon. Garth has lied to his parents about his intent to visit his aunt Ryth. He has actually run away to find his brother Mekt. A vidscreen promotes the Braalian magno-ball exhibition, to be held the following week on Earth. On Braal: Rokk Krinn, two-time champion of the Magno-ball Cosmic Games, has honed his native skills to the peak of Braalian perfection. Reporters state that the Internet has nicknamed him "Cosmic Boy". One reporter asks Rokk about his debts. His manager, Mr. Cuspin, quickly ushers Rokk away. Cuspin tells Rokk that he will be coming along to Earth once he has booked endorsements and scheduled fees. He offers Rokk some pocket money, but Rokk would rather that the money was given to his parents. Rokk gets on the shuttle to Earth and notices that Titan is on the itinerary. He thinks that it isn't too smart, considering how shaky the Braal-Titan treaty is. He figures that the

new United Planets is having at least some effect on galactic community. On Titan: Imra Ardeen, an alpha class telepath and Science Police trainee, tries to get information from suspects on stolen crystals. She is rated as Titan's best telepath. The victim yells at the police when they let the suspects go. Imra reads the victim's thoughts and learns that the woman is the real crook. She is involved with the black market and a barter baron named Aymil. The woman tries to leave, but Imra stops her. One of the Science Police officers tells her that she has earned the right to join the Science Police and that her talents will impress the officers at Earth homebase. On the shuttle: Garth meets Rokk and asks him if he speaks Interlac. Rokk tells him that just about everyone in this quadrant does. They sit together and talk. Garth tells Rokk that he is looking for his brother. R. J. Brande enters the shuttle. Rokk tells Garth that Brande is the inventor of the Stargate technology and the third richest sentient in the cosmos. The whole United Planets project depends on him. It is said that he is the only man alive who knows the secret of the Stargate. The shuttle reaches Saturn. Imra boards. Garth gawks at her, but she blows him off. Rokk points out her badge - - a mandatory Saturn symbol denoting a telepath. Rokk mentions that Braal was at war with Titan for decades. The shuttle finally reaches the Metropolis Spaceport on Earth. While exiting the shuttle, Imra picks up the thoughts of four "maintenance men". She screams that they are assassins after R. J. Brande! Rokk, using his magnetic powers, and Garth, using the lightning powers he gained on Korbal, disarm the men. Imra tells them to stop being so proud of themselves and catch the escaping criminals. They succeed in apprehending the men. Imra scans their minds and learns that they are hired thugs, but their minds have been cloaked with psi-screens so she can't determine the identity of their employer. The Science Police arrive. One of the officers will escort cadet Imra Ardeen to see Commander Hagbard. Garth slips away to avoid reporters. Roderick Doyle, Brande's partner, and Luornu Durgo, Brande's personal assistant, come running and ask if Brande is hurt. Brande's concentration is on Imra and Rokk. He smiles. Later, in President Chu's office: President Chu tells Brande that the United Planets delegates have arrived safely for the upcoming summit. She tells him that, thanks to his Stargates, the U.P. is in his debt. Brande wishes to propose a deal. Chu hopes Brande is proposing to sell the Stargate secret. He quickly corrects her. They talk instead of the fledging United Planets project. Brande says that the idea of galactic unity, shared technology, and a common alliance are good ideas, but they are ephemeral. He proposes his financing of a symbol around which people can rally. Chu tells Brande that Earthgov always listens to what he has to say and asks him to continue. A few days pass. At the Science Police base: Commander Hagbard assigns Imra to do paperwork. Nearby, the crimson-skinned officer Quav tells officer Shvaughn Erin that Hagbard hates Titanians. Luornu arrives to give Imra a message from Brande. Elsewhere, at a gymnasium: Cuspin yells at Rokk for not practicing well. He says that Rokk's family will stay poor forever if he doesn't shape up. Cuspin leaves; Luornu arrives with Brande's message. In a Metropolis prison cell: Two thugs pick on Garth. Garth had made some trouble at Black Mace's

joint, asking the wrong people the wrong questions. The S.P. hauled Garth away before Black Mace could get to him. An officer stops the harassment. Luornu has arrived and posted bail. She brings Garth to meet with Imra, Rokk, and Cuspin. Once together, the guests learn that there are three Luornus! Imra is cold to Garth. Cuspin gawks at Imra. Imra picks up Cuspin's thoughts and informs Rokk that his manager has been channeling Rokk's earnings to pay off alarming gambling debts. He owes the Stonn family a million-five! He owes Prel Drygar twice that! He has also sold Rokk's endorsement rights without his consent, which alone will get him five years on Takron-Galtos. Cuspin tries to strike Imra, but Garth defends her. When he tries to hit Garth, Rokk stops him and promptly fires him. Cuspin leaves, but declares that this is far from over. Doors to Brande's office open; they enter a dark room. Suddenly, spotlights highlight displays of Superman, Batman, Wonder Woman, and the Flash. They all recognize Superman, Imra names Batman. Rokk says it's been so long since they've known heroes like these. Brande enters and says that that is precisely why he has summoned them. He talks to them about giving something back to the galaxy. He tells them they are heroes. He says that if they use their powers to help others, others like them will rally around. They will found a legion of heroes ... super-heroes. The trio agree. Elsewhere, in the office of Roderick Doyle: Doyle tells his henchman Oto to tell his masters that the assassination failed. He expects his masters to kill Oto, so he makes Jando his new lieutenant. He tells Jando that the masters will give them but one more chance. It will take place at the U.P. summit, three days hence. With unity comes strength ... and they can't have that!

comments: First appearance of the "reboot" Legion of Super-Heroes. Re-introducing Garth Ranzz of Winath, Rokk Krinn of Braal, and Imra Ardeen of Titan. Re-introducing billionaire R. J. Brande. Re-introducing Luornu Durgo of Cargg, as Brande's personal assistant. Re-introducing Shvaughn Erin. First appearance of Roderick Doyle (retcon: replaces Doyle Brande as R. J. Brande's partner). First appearance of President Jeanne Chu. Origin of Garth, Ayla, and Mekt Ranzz (in flashback). Brande is stated to be the third richest sentient in the cosmos and the inventor of the Stargate technology. Interlac is stated to be the galactic language. The United Planets, the Science Police, and Earthgov are mentioned. The recently-ended Braal-Titan War is mentioned. Braal's Magno-ball Cosmic Games are mentioned. An eyeless blue probe is shown. Planets depicted: Korbal, Winath, Braal, Titan (a moon of Saturn), and Earth. The itinerary of the shuttle which carried Rokk, Garth, and Imra to Earth was as follows: Tharn, Imsk, Zuun, Braal, Winath, Titan, and Metropolis (Earth). Other planets mentioned: Ventura and Takron-Galtos. It has been three years since the Ranzz children had their accident on Korbal. This issue takes place over a few days. Rokk, Garth, and Imra accept R. J. Brande's invitation to form the Legion three days prior to the U.P. summit.

letters page: None.

LEGIONNAIRES # 0

cover date: October 1994
publication date: 31 August 1994
format: 32-page, full color, Standard Format
price: $1.50
cover credits: Jeffrey Moy (penciller)/ Karl Story (inker)/ Tom McCraw (colorist)/ Curtis King (cover editor)
cover description: Cosmic Boy, Saturn Girl, and Live Wire are joined by Apparition and Triad.
story title: "Close Encounters"
story length: 22 pages
story credits: KC Carlson (editor)/ Mike McAvennie (assist. ed.)/ Mark Waid and Tom McCraw (plotters)/ Tom McCraw (writer)/ Jeffrey Moy (penciller)/ Ron Boyd (inker)/ Tom McCraw (colorist)/ Pat Brosseau (letterer)
roll call: Cosmic Boy, Live Wire, Saturn Girl, Apparition, and Triad. Gim Allon, James Cullen, Jenni Ognats, Reep Daggle, Lyle Norg, and Querl Dox receive their draft notices.
cast of characters: Cosmic Boy (Rokk Krinn, first uses codename); Saturn Girl (Imra Ardeen, first uses codename); Live Wire (Garth Ranzz, first uses codename); R. J. Brande; Triad (Luornu Durgo, first uses codename); Marla Latham (assistant to R. J. Brande, last name not yet revealed); Roderick Doyle (first name not yet revealed); two unnamed male assassins and one unnamed female assassin (hired by Roderick Doyle); Apparition (Tinya Wazzo of Bgztl, first uses codename); Ambassador Winema Wazzo of Bgztl (first name not yet revealed); unnamed delegates of the United Planets; President Jeanne Chu (name not yet revealed); unnamed S.P. officers on Earth; Javan (secretary to President Chu, last name not yet revealed); Gim Allon of Earth (a Lt. in the Science Police on Mars); Stu (last name not yet revealed), Jai (last name not yet revealed), and other unnamed S.P. officers on Mars; Star Boy (Thom Kallor of Xanthu, real name not yet revealed); Atmos (Marak Russen of Xanthu, real name not yet revealed); Kid Quantum (James Cullen of Xanthu, real name not yet revealed); Prefect Ericson and Prefect Davido of Xanthu (first names not yet revealed); unnamed S.P. officers on Xanthu; Jenni Ognats of Aarok; unnamed scientists studying Jenni; unnamed S.P. officers on research station where Jenni is being studied; Reep Daggle of Durla (real name not yet revealed); four other unnamed Durlans meeting with Reep; S.P. officer Gigi Cusimano (first name not yet revealed) on Earth; Lyle Norg of Earth; Querl Dox of Colu (alternate name, Brainiac 5, not yet revealed); Rond Vidar (last name not yet revealed); unnamed S.P. officer on Talus; Ambassador Roxxas of Daxam and the White Triangle (behind-the-scenes only).

synopsis: In Brande's office: R. J. Brande and his aide Luornu Durgo show Rokk Krinn, Imra Ardeen, and Garth Ranzz a new promo vid of the Legion of Super-Heroes. Rokk is called Cosmic Boy, Imra is called Saturn Girl, and Garth is called Live Wire. Garth asks Brande why his suggestion of "Lightning Lad" is not being used. He responds that marketing felt "Live Wire" was fresher and more noticeable. Imra asks Brande if getting noticed is why he has scheduled them to make an appearance at the United Planets Conference later that day. Brande tells the trio that without an official sanction by the U.P., the Legion will never become a reality. Marla Latham arrives with the teens' uniforms. Brande is surprised when Latham tells him that they are the new outfits that the kids asked for. Elsewhere, in the office of Roderick Doyle: Doyle has ordered three more assassins to make some "preparations" for the conference, which they have. In one shot, the hope of a unified galaxy, Brande, and his new Legion will be destroyed. Following that, they can step in and take what they want. Doyle then sends the assassins to the conference to make sure everyone stays around. At the conference: Tinya Wazzo, daughter of the Ambassador of Bgztl, is late. She left her mother's documents behind at the hotel. Tinya sees her mother, but also notices that the U.P. globe is not quite right. Before she can tell her mother about the globe, her mother scolds her and tells her to sit down. President Chu begins the summit. She introduces Brande and his proposal. The Legion of Super-Heroes are then introduced. Chu is furious because the U.P.-issued Legion uniforms have been replaced with individualized ones. The Legionnaires are said to be an interplanetary protection force and de-facto ambassadors to non-U.P. worlds. There is quite a bit of skepticism in the crowd. Saturn Girl picks up stress throughout the room. She scans some people who have noticed that all the doors have been jammed. Saturn Girl picks up Tinya's thoughts ... there are wires in the U.P. globe! Saturn Girl says "Wires in the globe ...? A bomb?!". Someone hears her and screams "A bomb!". The crowd panics. Live Wire blasts open the ceiling of the U.P. Building to give Cosmic Boy an opening to the outside. Luornu splits and saves Brande and President Chu from falling debris. Cosmic Boy uses his powers to lift the globe up and out of the building, where it explodes. He and Live Wire then open the doors. Saturn Girl picks up thoughts from two who had locked the doors. The three Legionnaires pursue them. Ambassador Wazzo can't locate her daughter Tinya. The trio chase the criminals to the darker side of Metropolis (an area where Garth has been before). One of the fugitives is hiding, but Tinya exposes him, enabling the Legionnaires to capture the thug. They are unable to locate the other. Saturn Girl is unaware that she is in a pistol crosshairs. Tinya foils the assailant. Live Wire then jolts the woman into submission. The three Legionnaires meet Tinya, and Saturn Girl recognizes her as the person who noticed the bomb. Live Wire thinks that Tinya's phasing abilities would be handy. Cosmic Boy thinks Luornu's powers would be also. Tinya and Luornu are soon inducted as Apparition and Triad, respectively. Twenty-four hours later: The U.P.'s newest representatives, the Legion of Super-Heroes, are introduced to the people of Earth. Brande's project is a success.

Brande tells President Chu that he's going to miss his assistant Luornu. Chu says they will be even more popular after their mission. Brande is furious! He says that they are not ready for missions, and he won't allow them to be used as her puppets simply to improve P.R. for the United Planets. He storms out. Chu agrees that they aren't ready ... yet. She tells her secretary, Javan, to contact the Science Police and to take a memo. President Chu initiates a Legion draft! At S.P. headquarters, Forte district, Mars: Officer Stu tells the other S.P. officers about Gim Allon's capture of a wall-crawling perp. Officer Jai brings Lt. Gim Allon a memo. On Xanthu: The public is notified that the following day is the fifth and final day of the competition to determine who will become the current year's planetary champion. The contestants are Kid Quantum, Atmos, and Star Boy. Prefects Davido and Ericson choose Kid Quantum as the best candidate for the draft. Kid Quantum is not happy about it. Elsewhere, in a testing facility: Jenni Ognats is having her super-speed powers tested and analyzed. The Science Police arrive and take her, against the researchers' protests. On Durla: Reep Daggle is chosen. On Earth: Officer Gigi Cusimano goes to the empty quarters of "golden boy" Lyle Norg. She notes that he is well off. He appears from nowhere and scares her, saying that he made his money by doing Earthgov a couple of favors. On Talus: Querl Dox of Colu and Rond Vidar are in the middle of an experiment. An S.P. officer tries to give him his draft notice. He grabs the memo and brushes the officer off. He then tosses the memo aside without reading it.

comments: Re-introducing Tinya Wazzo of Bgztl, Gim Allon of the Mars colony, Kid Quantum (James Cullen) of Xanthu, Atmos (cameo only), Star Boy (cameo only), Reep Daggle of Durla, Lyle Norg of Earth, and Querl Dox (Brainiac 5) of Colu. First appearance of Jenni Ognats of Aarok & Earth. Re-introducing Marla Latham, Gigi Cusimano, and Rond Vidar. First appearance of Ambassador Winema Wazzo. Garth had suggested "Lightning Lad" as his codename, R. J. Brande's marketing department felt "Live Wire" was fresher and more noticeable. Planets depicted: Earth, Mars, Xanthu, an unnamed testing facility, Durla, and Talus. Planets mentioned: Braal, Titan (a moon of Saturn), and Winath. The ages of Rokk Krinn, Imra Ardeen, and Garth Ranzz are given as fifteen, fifteen, and fourteen Standard Earth Years, respectively. The first three-fourths of this issue takes place over a twenty-four hour period. The conference takes place three days after the end of *LEGION OF SUPER-HEROES [fourth series] #0*. Tinya Wazzo and Luornu Durgo are invited to join the Legion just after the incident at the conference. Twenty-four hours after the conference, the five Legionnaires are introduced to the people of Earth. The memos given to the draftees state that they must report to Earth by 299405,31 (presumably May 31, 2994 A.D.). This date is also given in *LEGION OF SUPER-HEROES [fourth series] ANNUAL #6*. It is unclear how long it took President Chu to draw up the treaty which created the Legion draft, but it was presumably no more than a week or two. The date on the promo vid is given as U.P. Federation date 299406.11 (presumably June 11, 2994 A.D.). This date cannot be the same date as that of the U.P. Conference, which obviously preceded the draft. The apparent contradiction can be

explained as follows: The promo vid contained a typographical error and should have read 299405.11.
letters page: None.

R.E.B.E.L.S. '94 # 0
cover date: October 1994
publication date: 31 August 1994
format: 32-page, full color, New Format
price: $1.95
cover credits: Arnie Jorgensen (layouts)/ James Pascoe (finishes)/ Stuart Chaifetz (colorist)/ Curtis King (cover editor)
story title: "Less Than Zero"
story length: 24 pages
story credits: Dan Raspler (editor)/ Peter Tomasi (assist. ed.)/ Tom Peyer (writer)/ Arnie Jorgensen (layouts)/ James Pascoe (finishes)/ Stuart Chaifetz (colorist)/ Gaspar Saladino (letterer)
synopsis: Lyrl Dox, son of Vril Dox II, has used mind-control to take over L.E.G.I.O.N. and has framed his father as a criminal. In space: Vril Dox II uses his newly acquired spacecraft to mount a raid on a L.E.G.I.O.N. supply freighter. Phase, Strata, Lobo, Stealth, and Borb board the freighter and battle L.E.G.I.O.N. soldiers while they look for supplies. Vril Dox's rebels re-enter his spacecraft. When a patrol ship appears, the mind-controlled Telepath, now a prisoner of Dox, sends a distress message. The patrol ship fires upon them. Dox rams the attacking ship, destroying it. On Cairn: Lyrl Dox summons Alanash, the L.E.G.I.O.N. archivist. Lyrl tells Alanash that he is not happy with his history of the L.E.G.I.O.N. file. He alters many of the details to downplay his father's role and to improve his and Lydea Mallor's images. Lyrl is upset when he learns that he was the result of Stealth's rape of Vril Dox. Alanash's words hint that he has his doubts about Lyrl. Lyrl has Alanash's records confiscated so that they can be "corrected", then tells Alanash that he is expected to record things from the "proper" perspective from now on ... or else. Soon after, Alanash freaks out and declares that the truth is dead. He wreaks havoc in the launch bay that houses the alpha-probe. Lydea fires the probe, whose purpose is to seek out potential client worlds in unexplored sectors. Alanash is then killed by a L.E.G.I.O.N. soldier. No one is aware that Alanash had secured a hidden journal containing the truth about Lyrl Dox onto the probe. Later, in space: Vril Dox and his rebels find themselves surrounded by L.E.G.I.O.N. spacecraft.

LEGION OF SUPER-HEROES [fourth series] # 62

cover date: November 1994
publication date: 14 September 1994
format: 32-page, full color, New Format
price: $1.95
cover credits: Stuart Immonen (penciller)/ Ron Boyd (inker)/ Tom McCraw (colorist)/ Curtis King (cover editor)
cover description: Leviathan, Chameleon, Invisible Kid, Kid Quantum, and XS battle Tangleweb.
story title: "Forced Friends, Deadly Consequences!"
story length: 24 pages
story credits: KC Carlson (editor)/ Mike McAvennie (assist. ed.)/ Mark Waid and Tom McCraw (plotters)/ Mark Waid (writer)/ Lee Moder (penciller)/ Ron Boyd (inker)/ Tom McCraw (colorist)/ Bob Pinaha (letterer)
roll call: Cosmic Boy, Live Wire, Saturn Girl, Apparition, Triad, Leviathan, Kid Quantum, XS, Chameleon, and Invisible Kid. Brainiac 5 has ignored his draft notice and remains on Talus.
cast of characters: Cosmic Boy (Rokk Krinn); Live Wire (Garth Ranzz); Saturn Girl (Imra Ardeen); Apparition (Tinya Wazzo); Triad (Luornu Durgo); Leviathan (Gim Allon, first uses codename); Kid Quantum (James Cullen, real name first revealed); XS (Jenni Ognats, first uses codename); Chameleon (Reep Daggle, real name first revealed, first uses codename); Invisible Kid (Lyle Norg, first uses codename); unnamed S.P. officers on Earth; Tangleweb (real name not yet revealed). Honorable mention: Mr. Spock and Commander Data [from Star Trek], and the Three Stooges (all as bystanders in a crowd).
synopsis: At Brande's facilities: Cosmic Boy and Live Wire battle attacking robots in virtual reality combat training. Saturn Girl, Apparition, and Triad interfere and screw them up. The three (five?) girls don't feel that the VR training will be of any use to them given their powers. Cosmic Boy tells the others that President Chu wants them at U.P. headquarters by 3:00. Triad-Neutral has an obvious crush on Cosmic Boy. Mention is made that Cosmic Boy has been elected leader. Later, outside U.P. headquarters: The Legionnaires see two people wearing standard U.P.-issued Legion uniforms. They decide to observe for a minute from afar. Leviathan (Gim Allon of the Mars Colony) meets Kid Quantum (James Cullen of Xanthu, his name is the closest Interlac translation). XS (Jenni Ognats of Aarok) arrives in a panic. She tries to warn them of an approaching threat. A Durlan shows up. Leviathan grows larger and says that Durlans aren't allowed to roam free on Earth. Out of fear, the Durlan turns into a monster. The Legionnaires join the fight before things get out of hand. Leviathan grabs Reep. Live Wire zaps Leviathan. Leviathan argues with Live Wire, stating that this is official Legion business and the Durlan is breaking the law. Cosmic Boy asks Leviathan what his status with the Legion is. Leviathan tells him that they were chosen by their homeworld

governments to become U.P. representatives ... and thus, the Legion's newest members. The Durlan changes back to normal, speaking in his native tongue to someone who they can't see. Imra reads the Durlan's thoughts and tells everyone that he means no harm ... he is also a new member! Invisible Kid (Lyle Norg of Earth) materializes and explains that the Durlan, codename: Chameleon (Reep Daggle of Durla), doesn't know Interlac. Luckily, Invisible Kid does speaks a little Durlan. XS is honored to join up with Cosmic Boy. Kid Quantum makes it clear that he is not a team player. Leviathan states that he has details on their first mission. When Apparition questions why Cosmic Boy doesn't know, Leviathan explains that the U.P. has appointed him leader! Soon after, in a conference room: Leviathan explains that their mission is to investigate problems in starsector 247-A, a shipping route. Although pirating along the trade routes has always been a problem that the U.P. has had to deal with, entire freighters have now begun vanishing. Even though it's an easy S.P. mission, the U.P. wants the Legion to investigate for the publicity. They will depart as a team at 1800 hours Earth Standard Time. Each member is supplied with a transuit, a transparent sheath which will protect them from hostile environments. Later, on the new Legion stargater: All members have donned individualized costumes. The team reaches a disabled freighter. A hole is visible in the craft's side, and smoke is seen coming from the wreckage. Once inside, Leviathan splits up the team. Cosmic Boy doesn't like the idea. Leviathan, Kid Quantum, and Cosmic Boy head in one direction. Live Wire, Saturn Girl, and Apparition head in another. Invisible Kid and Chameleon investigate another section. XS and Triad check out the cargo hold. Triad hears a noise, and the team decides to check it out. Elsewhere, Saturn Girl is stuck deep in goop and is screaming. She is picking up on horrible thoughts. Leviathan, Kid Quantum, and Cosmic Boy come running. Live Wire says something skittered by Saturn Girl and started to goop her, but he used his lightning to scare the attacker away. A noise is heard up above. Kid Quantum and Live Wire head out to search for the source. Cosmic Boy tells them to wait, however Leviathan overrides him. Elsewhere, Invisible Kid and Chameleon find cocooned bodies. The creature called Tangleweb appears! It believes the two Legionnaires are stealing his "food". It goops Chameleon, however he morphs to escape. It then goes after Invisible Kid. Live Wire and Kid Quantum arrive. Live Wire attacks the creature. Kid Quantum gets cocky and almost gets gooped. Apparition arrives and saves him. The entire team arrives. Saturn Girl senses that the creature is alone. Tangleweb sends out small insects, which attack and shoot destructive beams, and then flees. XS panics and runs away, but she quickly returns. As they battle the small insects, Leviathan tells the team to regroup and pursue Tangleweb. Invisible Kid overrides him and tells everyone to stay put because there may be survivors to tend to. Kid Quantum goes after Tangleweb alone, ignoring Leviathan's command to stay with the team. Kid Quantum's stasis belt, which augments his natural powers, is running low on power and he wants to go after the creature while he still can. As the Legionnaires destroy the last of the dangerous insects, Kid Quantum finds

Tangleweb collecting his "food". He traps the creature in a stasis field. Half the team arrives to help Kid Quantum, while the other half looks for survivors. Leviathan is angry at Kid Quantum for disobeying a direct order. Leviathan notices that Kid Quantum's belt is shorting out! Leviathan tells Kid Quantum to get away, but the Kid is so cocky that he ignores him. Tangleweb grabs Kid Quantum and breaks his spine! Tangleweb escapes. While tending to some survivors in the outer room, the other Legionnaires hear Leviathan scream out ... Saturn Girl has informed him that Kid Quantum is dead, a victim of his own pride. Leviathan prepares to go after Tangleweb, however Cosmic Boy reminds him that they are a team. Cosmic Boy and Leviathan go out to the hull together. They are too late ... Tangleweb has made it to his ship and into hyperspace. Leviathan sees himself as a failure and unqualified to be leader. He turns over leadership to Cosmic Boy and quits. Cosmic Boy accepts leadership, but refuses the resignation.

comments: First appearance of Tangleweb. Kid Quantum becomes the first Legionnaire to die. It is uncertain at this point if Kid Quantum's history will mimic that of his pre-reboot counterpart (i.e., the previous Kid Quantum was actually the Soul of Antares, an entity who had faked his own death in order to hide from a powerful conqueror named Glorith). Planets depicted: Earth. Region of space depicted: Starsector 247-A. The events of this issue take place in a single day. Based on the information given in *LEGIONNAIRES #0*, the date is likely 299405,31.

letters page: None.

GREEN LANTERN [third series] # 56

cover date:	November 1994
publication date:	21 September 1994
format:	32-page, full color, Standard Format
price:	$1.50
cover credits:	Darryl Banks (penciller)/ Romeo Tanghal (inker)/ Steve Mattsson (colorist)/ Curtis King (cover editor)
story title:	"Last of the Breed"
story length:	21 pages
story credits:	Kevin Dooley (editor)/ Eddie Berganza (assist. ed.)/ Ron Marz (writer)/ Darryl Banks (penciller)/ Romeo Tanghal (inker)/ Steve Mattsson (colorist)/ Albert DeGuzman (letterer)
synopsis:	Lost in the far reaches of space, the Green Lantern named Kyle Rayner, searches for a way back to Earth. He enters an alien bar and a fight starts. Gigantus and Davroth of L.E.G.I.O.N. are present and they call headquarters. Kyle is aided by a former Green Lantern named Adara. Soon after, she steals his power ring. He later finds her and discovers that the ring doesn't work for her. After returning the ring to Kyle, Adara kills herself. Kyle leaves the alien world to search for another way home. He is stopped by a large L.E.G.I.O.N. cruiser.
comments:	Continued in *R.E.B.E.L.S. '94 #1*.

R.E.B.E.L.S. '94 # 1

cover date:	November 1994
publication date:	28 September 1994
format:	32-page, full color, New Format
price:	$1.95
cover credits:	Dave Johnson (artist)/ George Freeman & Digital Chameleon (colorists)/ Curtis King (cover editor)
story title:	"Escape To Nowhere"
story length:	24 pages
story credits:	Dan Raspler (editor)/ Peter Tomasi (assist. ed.)/ Tom Peyer (writer)/ Arnie Jorgensen (layouts)/ James Pascoe (finishes)/ Stuart Chaifetz (colorist)/ Gaspar Saladino (letterer)
synopsis:	In space: Vril Dox and his rebel crew find themselves surrounded by a L.E.G.I.O.N. fleet. Elsewhere in space: A L.E.G.I.O.N. ship carrying Lyrl Dox and Lydea Mallor finds the Green Lantern named Kyle Rayner lost in space. He boards the craft, relieved that it is L.E.G.I.O.N., who he recognizes from their meeting with the United Nations. Lyrl puts Kyle under arrest for carrying an unregistered weapon, his power ring, into L.E.G.I.O.N.'s jurisdiction. A soldier informs Lyrl that the "terrorists" (Vril Dox and crew) have engaged the fleet. Kyle, in order to prove he is on Lyrl's side, asks to be sent after the rebels. Soon after, Vril Dox learns to control his new spacecraft. Kyle Rayner arrives to find him on the offensive. Phase informs Vril that they are being pursued by a Green Lantern, who is leading the fleet in a new attack. Vril flies his craft into the atmosphere of a nearby planet. Vril intentionally steers the ship into a small humanoid village. Lyrl orders his men to bomb the village, and they comply. As Vril expected, Kyle realizes that he is on the wrong side and sends the entire L.E.G.I.O.N. fleet out into deep space. Kyle meets with Vril Dox and his rebels. Strata puts doubts in Kyle's mind as to Vril's role in the murder of the villagers. Vril points the way to Earth. Kyle punches Vril, then heads home. Later, on Cairn: Garv, who believes that Vril Dox has taken his wife Strata, volunteers to find the rebels.
comments:	Continued from *GREEN LANTERN [third series] #56.*

LEGIONNAIRES # 19

cover date: November 1994
publication date: 05 October 1994
format: 32-page, full color, Standard Format
price: $1.50
cover credits: Jeffrey Moy (penciller)/ Wade Von Grawbadger (inker)/ Tom McCraw (colorist)/ Curtis King (cover editor)
cover description: XS frantically races away from an explosion which blasts the people attending Kid Quantum's funeral.
story title: "The Quick and the Dead"
story length: 22 pages
story credits: KC Carlson (editor)/ Mike McAvennie (assist. ed.)/ Mark Waid and Tom McCraw (plotters)/ Tom Peyer (writer)/ Jeffrey Moy (penciller)/ Ron Boyd (inker)/ Tom McCraw (colorist)/ Pat Brosseau (letterer)
roll call: Cosmic Boy, Live Wire, Saturn Girl, Apparition, Triad, Leviathan, XS, Chameleon, and Invisible Kid. Kid Quantum is present as a corpse only. Querl Dox is contacted on Talus.
cast of characters: Kid Quantum (James Cullen, deceased); XS (Jenni Ognats); R. J. Brande; President Jeanne Chu (name not yet revealed); Apparition (Tinya Wazzo); Triad (Luornu Durgo); Leviathan (Gim Allon); Live Wire (Garth Ranzz); Saturn Girl (Imra Ardeen); three of the four unnamed male assassins who had tried to kill R. J. Brande; Jeven Ognats (father of Jenni Ognats, name not yet revealed, shown in photo only); Cosmic Boy (Rokk Krinn); Marla Latham (last name not yet revealed); Querl Dox (a.k.a. Brainiac 5); Roderick Doyle (first name first revealed); Chameleon (Reep Daggle, poses as Roderick Doyle's assistant Jando); Invisible Kid (Lyle Norg); unnamed S.P. officers on Earth; Mano of Angtu (real name not yet revealed); Leland McCauley (fourth richest sentient in the galaxy, first name not yet revealed, mentioned only); Ambassador Roxxas of Daxam and the White Triangle (behind-the-scenes only).
synopsis: At the Metropolis Necrological Institute: XS watches as Kid Quantum's coffin is prepared. She is told that she can see him at U.P. Plaza at 3:00. In President Chu's office: Brande is furious at President Chu when he finds out about the drafted members. She says that the member planets selected them and are quite pleased to be participating in the Legion so directly. Apparition spies on the conversation through the wall. Two of the Triads pull her back. Triad-Purple uses a patch code to view the securi-cam. They, along with Leviathan, watch the argument. Brande reminds Chu that he pays the bills. She tells him that he is commended for that but that the U.P. will continue to make policy as they see fit. Brande calls Leviathan incompetent, and is sure that they wouldn't be attending a funeral if Cosmic Boy had been in charge. Brande mentions that the nine kids will be at the funeral later that day. Chu

says that there is a tenth member, and that Kid Quantum was the eleventh. The spying teens can't figure out who the missing member is. Elsewhere, in a Metropolis prison: Saturn Girl attempts to read the minds of the assassins who had tried to kill Brande, but she is mentally beaten up by the thugs. They have been programmed to resist mind probes. Live Wire zaps the prisoners to get them to talk. Saturn Girl angrily stops him. She suddenly realizes that he scared them into dropping their defenses. Elsewhere, at Brande's facilities: XS decides to quit and begins packing for home. Cosmic Boy lets her know he is outside her door, then enters her room. He tells her that he noticed her panic when fighting Tangleweb. He says that he hasn't told anyone and that she needs to deal with the problem, but regardless of that he wishes she would stay. Elsewhere, in Brande's office: Brande calls Querl Dox on Talus. He says he thought Querl would be Earth-side by now. He informs him that his membership was approved the prior week. Querl tells Brande that he hadn't read the memo. Brande tempts him with a new lab. He tells Querl to grab the next shuttle to Earth. Marla Latham, who has overheard the conversation, is not at all thrilled that "Brainiac 5" is joining the Legion. Querl had worked for Brande Industries for eight months and caused tremendous amounts of damage. Elsewhere, in the office of Roderick Doyle: Doyle receives a news report that a mind-probe of suspects has revealed Doyle as the person behind the assassination attempt on R. J. Brande. The U.P. has assigned the Legion to make the arrest, at the Legion's request. Doyle calls his aide Jando. He tells Jando to book him a flight and to delete files delta through omega. Invisible Kid appears, then Jando transforms into Chameleon. Doyle pulls a gun, but Chameleon transforms into a large beast. Invisible Kid takes Doyle's gun and arrests him. Later, at the funeral: The Legion flag flies at half-mast on its inertron pole. Cosmic Boy gives a eulogy. XS suddenly notices that everything is slowing down ... everyone has become frozen like statues! Kid Quantum's coffin starts to explode. XS's powers have kicked in instinctively. She grabs President Chu but finds she can't run! She realizes it's not her super-speed ... Kid Quantum's stasis belt has slowed her down, and has frozen everyone else. She concludes that the stasis field and explosion can't be coincidence. She is able to save Brande and some of the others, but she can't get to Cosmic Boy in time. Thinking fast, she leaves the range of the field, slingshots at super-speed around the inertron flagpole, and heads back into the field to save Cosmic Boy. Cosmic Boy, free of the stasis field, uses his powers to stop the falling debris from hitting XS. Given everything she has been through, XS decides to remain with the Legion. On Angtu: Toxic vapors enshroud the planet Angtu. Wars had raged on for generations there. An outsider, the billionaire Terran named Leland McCauley, sold one side a chemical arsenal to give them an advantage. He made a fortune. The result was the death of a world under a poison haze ... and the birth of Mano. Mano had warned them, but they wouldn't listen. He unsheathes his hand to disintegrate his heart. He can't go through with it. He sees Angtu as an abomination and decides to take Angtu with him. He touches the planets surface, causing the world to explode! Mano survives, floating in space!

comments: Re-introducing Mano of Angtu. Querl Dox is already referred to as Brainiac 5 prior to joining the Legion. Planets depicted: Earth, Talus (on vid only), and Angtu (destroyed). It is assumed that Kid Quantum's funeral takes place the day after his death in *LEGION OF SUPER-HEROES [fourth series] #62*. Also, it is clearly stated that the Legion draft notices had been sent to the draftees the week prior to the funeral. The events of this issue take place in a single day. Mano destroys his homeworld Angtu either on the day of the funeral or shortly thereafter.
letters page: None.

LEGION OF SUPER-HEROES [fourth series] # 63

cover date: December 1994
publication date: 26 October 1994
format: 32-page, full color, New Format
price: $1.95
cover credits: Stuart Immonen (penciller)/ Ron Boyd (inker)/ Tom McCraw (colorist)/ Curtis King (cover editor)
cover description: The Athramites measure Live Wire, Saturn Girl, Cosmic Boy, Apparition, and Leviathan for clothing in front of the new Legion headquarters.
story title: "Things At Hand!"
story length: 25 pages
story credits: KC Carlson (editor)/ Mike McAvennie (assist. ed.)/ Mark Waid and Tom McCraw (plotters)/ Mark Waid (writer)/ Lee Moder [pp.1-15], Brian Apthorp [pp.16-20], and Scott Benefiel [pp.21-25] (pencillers)/ Ron Boyd [pp.1-13,21-25] and Tom Simmons [pp.14-20] (inkers)/ Tom McCraw (colorist)/ Bob Pinaha (letterer)
roll call: Cosmic Boy, Live Wire, Saturn Girl, Apparition, Triad, Leviathan, XS, Chameleon, Invisible Kid, and Brainiac 5.
cast of characters: Cosmic Boy (Rokk Krinn); Live Wire (Garth Ranzz); Saturn Girl (Imra Ardeen); Apparition (Tinya Wazzo); Triad (Luornu Durgo); Leviathan (Gim Allon); XS (Jenni Ognats); Chameleon (Reep Daggle); Invisible Kid (Lyle Norg); unnamed employees of Leland McCauley (two employees, Stewie and Chollie, are named); Mano (real name not yet revealed); the Athramites; R. J. Brande; President Jeanne Chu (name not yet revealed); Tenzil Kem of Bismoll (last name not yet revealed); Brainiac 5 (Querl Dox); Leland McCauley (first name first revealed); four Daxamite members of the White Triangle (Ral with long red hair, Suggin with ponytail and goatee, Arns with bald head, Fethro Jorn with headband, none are named as Daxamites); unnamed S.P. officers on the Moon (one officer survives an attack by Mano, vowing revenge against the Legionnaires); Ambassador Roxxas of Daxam (behind-the-scenes only).

synopsis: On Earth's moon: Two employees of billionaire Leland McCauley discuss the freak accident of one of their co-workers, Stewie, as they examine tunnels that run throughout McCauley's moon-dome. One of the two, Chollie, decides he isn't going to work a third shift and leaves. The remaining worker discovers Mano hiding up ahead. Mano introduces himself as a new supervisor who has gotten lost in the underground corridors. As he goes to shake Mano's hand, the poor worker notices that Mano is wearing Stewie's badge. Mano removes his protective glove. Chollie hears his friend's screams echo through the tunnel. Elsewhere, at Brande's facilities: Apparition becomes frustrated as she tries to teach Chameleon to speak Interlac. Apparition hears a commotion in the hall and phases her head through to tell her noisy teammates to tone it down. She sees Triad, Invisible Kid, and Live Wire run by. They are followed by a hoard of short, bizarre-looking sentients. Triad, Invisible Kid, and Live Wire arrive at a room to find that the other Legionnaires are being surrounded by more of the creatures. R. J. Brande arrives, with Apparition and Chameleon, and explains that the creatures are the Athramites, a race with forty-seven senses to draw upon. The over-anxious beings have been hired to be the Legion's image consultants. Brande notes the cramped quarters that the teen heroes have been working in, and hints at another surprise. He ushers the Legionnaires into three gravcars for a quick trip across Metropolis. Leviathan mentions the view and that he loves heights. Invisible Kid's reaction is less than enthusiastic. R. J. Brande then proudly presents the kids with the newly built Legion headquarters! He states that between the Athramites' architecture and Brande Industries' engineering, it's the wonder of the solar system. The teens stand before the structure in awe. President Chu comes out of the building to greet the heroes. Before she can complete her greeting, the kids rush past her to check out the inside. Leviathan, XS, and Triad-Orange check out the meeting room. XS notes the abundance of chairs. President Chu shows Saturn Girl, Invisible Kid, and Live Wire the VR training room. Apparition, Chameleon, and Triad-Neutral check out the personal quarters. Brande shows Cosmic Boy and Triad-Purple the gymnasium. Later, Apparition asks Saturn Girl how she liked trying the VR. Saturn Girl says that she felt strange, as if she wasn't completely in charge. They then head to the cafeteria. They find Triad being served by the chef, Tenzil Kem. He tries to get fancy as he makes her a cup of Bgztlian blue ice cream, and ends up dropping it all over himself. Brande takes Cosmic Boy and Invisible Kid to the lab. Invisible Kid notes that he hasn't seen anything like it anywhere in this century. He then introduces the duo to Brainiac 5, who is too lost in thought to notice them. Invisible Kid salutes Brande for his choice of a Coluan labtech. Brande explains that he is the latest draftee that they have been expecting. Before they can reintroduce themselves, an alarm sounds. Brande, Cosmic Boy, and Invisible Kid head to the monitor room. They arrive to find the other Legionnaires assembled in front of the monitor screen. Apparition explains that they have received a message from one of the moon-dome quadrants ... it's for Brande! It is Leland McCauley, one of Brande's competitors. McCauley explains that an unknown force is prowling

the moon-dome. It has claimed three lives so far. He has called to request the aid of the Legion. His transmission is then cut off. Brande explains to the team that he and McCauley have been rivals for a very long time. He feels that McCauley has asked specifically for the Legion because he wants to see Brande's new "toy" up close. Although he knows that's a bad reason to send the kids, he also knows that lives may indeed be in danger. The Legionnaires prepare for the flight. Elsewhere, above another world: Four super-powered humanoids, dressed in black and wearing a white triangle emblem on their chests, use their telescopic vision to watch with disgust as different alien races intermingle on the surface below. They talk about the United Planets as an abomination and consider all other races inferior to their own. They mention Roderick Doyle and his failure to squelch the Legion. They descend to the surface to recruit more extreme agents to help destabilize the U.P.. On Earth's moon: Triad, former aide to Brande, tells the others what she knows of McCauley. He made his fortune creating inferior, albeit cheaper, duplicates of Brande Industries technologies. He is the primary reason that Brande is so protective of the Stargate secret. She says that an erratic dupe of startech could cost spacefarers their lives ... and Brande once said he has enough on his conscience already. The Legion enter the dome and find members of the Science Police. The officers don't want to be bothered by the teens, but Cosmic Boy uses his powers to stop one of them. He sends the others on ahead, then briefly explains the situation to the Legionnaires. He then rudely leaves, attempting to catch up with his men. The teens meet with McCauley and learn that he has discovered the identity of the menace from some of the survivors. It is a madman named Mano. Mano has since left McCauley with a message on one of the surveillance cameras. McCauley plays the tape and the Legionnaires learn that Mano is tracking down McCauley for revenge. His homeworld, Angtu, had been at war for centuries. McCauley sold deadly chemical weapons to the Angtuans which destroyed all life on the planet! McCauley says they were untested weapons, but that the Angtuans bought them anyway. He then tells them to watch out for Mano's hand ... it is apparently swathed in an energy that can disrupt the balance between atoms! Elsewhere on the outpost, the S.P. officer who took the time to talk to the Legionnaires finds his fellow officers dead at the hand of Mano. Mano disintegrates the officer's gun, then leaves him aside the bodies of his men. Believing that he should have been leading them, the officer blames the Legionnaires for holding him back, and vows revenge. In McCauley's office, Cosmic Boy splits the crew into two search teams. Cosmic Boy will take his below ground, Leviathan will take his above. Cosmic Boy, Apparition, Triad, and XS find nothing. Saturn Girl, Live Wire, Leviathan, Chameleon, and Invisible Kid search above. Saturn Girl picks up Mano's rage just as he attacks. The team is knocked down by flying debris. As Mano prepares to touch Saturn Girl, Invisible Kid calls the other team for help. Just before Mano makes contact with Saturn Girl, XS arrives and drives the madman into a wall. Mano disrupts the ground, knocking XS off her feet. Cosmic Boy causes a thick pipe to wrap itself around Mano. The full team assembles.

Mano disintegrates the pipe, and then expresses his disgust of the Legion for their protection of a genocidal raider. Mano disintegrates a transport, causing an explosion. Leviathan tells Mano that he sounds like he was a decent man once. He strikes Mano, asking him what it is he has become. Mano removes his broken helmet to reveal how the vapors of war have mutated him into a bizarre energy being. The Legionnaires surround Mano. Live Wire tells him he isn't entitled to vengeance. Mano threatens to destroy the protective dome, which he stands at the edge of. Live Wire says he is bluffing, that if he destroys the dome they will all die. Mano then proceeds to carry out his threat!

comments: Re-introducing Tenzil Kem of Bismoll. Re-introducing Leland McCauley. First appearance of the Athramites and the White Triangle. The Legionnaires are presented with Legion headquarters. Planets depicted: Earth and Luna (Earth's moon). Planets mentioned: Angtu. Races mentioned: The Athramites. Although Querl Dox probably headed to Earth soon after *LEGIONNAIRES #19*, this issue almost certainly takes place many weeks after his arrival. Dox most likely set up his lab in the Legion headquarters even though it was far from completed. This would allow sufficient time for the headquarters to have been built. The events of this issue take place in a single day; the story continues on the same day in *LEGIONNAIRES #20*.

letters page: None.

LEGIONNAIRES # 20

cover date: December 1994
publication date: 26 October 1994
format: 32-page, full color, Standard Format
price: $1.50
cover credits: Jeffrey Moy (penciller)/ Philip Moy (inker)/ Tom McCraw (colorist)/ Curtis King (cover editor)
cover description: Mano prepares to destroy the ground beneath the feet of Apparition, Saturn Girl, Cosmic Boy, and Leviathan.
story title: "The Descent of Mano!"
story length: 22 pages
story credits: KC Carlson (editor)/ Mike McAvennie (assist. ed.)/ Tom Peyer (writer)/ Jeffrey Moy (penciller)/ Philip Moy (inker)/ Tom McCraw (colorist)/ Pat Brosseau (letterer)
roll call: Cosmic Boy, Live Wire, Saturn Girl, Apparition, Triad, Leviathan, XS, Chameleon, Invisible Kid, and Brainiac 5.

cast of characters: Mano (real name not yet revealed); Cosmic Boy (Rokk Krinn); Live Wire (Garth Ranzz); Saturn Girl (Imra Ardeen); Apparition (Tinya Wazzo); Triad (Luornu Durgo); Leviathan (Gim Allon); XS (Jenni Ognats); Chameleon (Reep Daggle); Invisible Kid (Lyle Norg); R. J. Brande; Leland McCauley; unnamed employees of Leland McCauley; Brainiac 5 (Querl Dox); President Jeanne Chu (name not yet revealed); Ayla Ranzz of Winath (in costume, codename not yet chosen).

synopsis: On Earth's moon: For defending McCauley, Mano decrees that the Legionnaires shall die. Mano disintegrates the moon-dome. The atmosphere quickly rushes away, taking Mano with it and leaving the nine heroes to die. XS watches as Cosmic Boy desperately uses his powers to uproot an underground corridor. XS tries to gather everyone at super-speed, but she collapses. Chameleon struggles to transform into a large blob and covers his teammates. He then drags them into the corridor and activates the airlock. The Legionnaires begin their search for Mano. Cosmic Boy receives a call from Brande. Brande tells them that they can abandon this task and come home. He has just learned that Mano used his power to completely destroy Angtu, his homeworld ... and he survived! Against Brande's wishes, Cosmic Boy says the team will complete the mission. Shortly, Invisible Kid suggests that Brainiac 5 may be able to help. At Legion headquarters: As Brainiac 5 enters a crucial stage in a new experiment, Invisible Kid calls, disrupting the test. On the Moon: McCauley watches on a monitor as the Legionnaires talk with Brainiac 5. He is angry that they are just standing around while he is losing millions to damages. Brande calls to see how McCauley is doing. McCauley angrily tells Brande that he is unhappy with the Legion, and that if he gets out of this situation he will never put himself in Brande's hands again. Elsewhere, a worker returns to his quarters. Mano kills the man and uses the apartment to recharge. Saturn Girl senses a murder. She then picks up Mano's thoughts. He is in a dark room ... waiting. But for what, she can't say. From the Legion's portable monitor, Brainiac 5 rudely interrupts. He says it is obvious that, if he could have, Mano would have simply destroyed the Moon. Obviously, he needs to recharge. Based on previous expenditures, Brainiac 5 estimates he will be ready in 23 minutes, 42 seconds! Saturn Girl can only detect that Mano is in someone's living quarters. The Legionnaires rush to that sector of the facility. Apparition tries desperately to search all the rooms. Cosmic Boy states that this method will take too long. Leviathan suggests another method. Leviathan and Cosmic Boy rip the roof off of one of the buildings. They discover Mano in one of the quarters. Mano states he is not ready, and uses a gun to blast a hole in the floor. He jumps down the hole and escapes. Brainiac 5 says that they have failed and should leave the Moon. Underground, Mano feels the power returning. He blasts through a wall and enters a corridor. Suddenly, he sees McCauley standing in front of him. As he attempts to touch his enemy, McCauley transforms into Chameleon. Mano can't fathom why the Legion insists on protecting such a monster, and prepares his deadly touch. Mano's arm is suddenly twisted and broken. Invisible Kid has disabled Mano. Chameleon knocks Mano out with

a blow to the head. Later, McCauley gloats at the shackled Mano, as the Legionnaires watch on. McCauley threatens to not turn Mano over to the Science Police; Live Wire warns him that he'd better. Cosmic Boy steps aside to take a call. McCauley notes the team's potential and asks them to come to work for him. They leave disgusted. Cosmic Boy tells the team that President Chu has requested an urgent audience with Live Wire. Later, at U.P. headquarters: Live Wire meets with President Chu. He fears that she has learned that he has run away from home and that she is sending him back. Chu reminds Live Wire that each U.P. member world was asked to select a representative to join the Legion. Live Wire's homeworld, Winath, has responded to the invitation. Live Wire states that that is impossible ... there is no one else on Winath with super-powers! Chu says that she is pretty sure that he knows the person in question. She summons the new recruit. In walks Live Wire's sister, dressed in a costume similar to his own. Chu tells Live Wire that she is his replacement!

comments: First Moy tongue (if you don't know, don't ask). Re-introducing Ayla Ranzz of Winath (previously seen in flashback). The experiment of Brainiac 5 that was interrupted and ruined by Invisible Kid is the same one that produced the metal that would later be used to create the Legion flight rings. Planets depicted: Luna (Earth's moon) and Earth. Planets mentioned: Angtu and Winath. This story continues from the same day in *LEGION OF SUPER-HEROES [fourth series] #63*. The events of this issue take place in a single day.

letters page: None.

R.E.B.E.L.S. '94 # 2

cover date:	December 1994
publication date:	26 October 1994
format:	32-page, full color, New Format
price:	$1.95
cover credits:	Dave Johnson (artist)/ George Freeman & Digital Chameleon (colorists)/ Curtis King (cover editor)
story title:	"The Ties That Bind"
story length:	24 pages
story credits:	Dan Raspler (editor)/ Peter Tomasi (assist. ed.)/ Tom Peyer (writer)/ Derec Aucoin (penciller)/ James Pascoe (inker)/ Stuart Chaifetz (colorist)/ Gaspar Saladino (letterer)
synopsis:	In space: Vril Dox is furious that Strata ruined their chances of stopping Lyrl Dox by turning the Green Lantern against them. He orders that Strata be thrown in chains, like Telepath. Phase and the others refuse his demand. Vril orders Lobo to get Strata. The team defeat Lobo. Strata attacks Vril when he suggests that, by ignoring his leadership, she and the others will be responsible for L.E.G.I.O.N.'s atrocities. She then storms out. On Cairn: Lyrl Dox and Lydea Mallor send Garv after Vril in a rebuilt gunship. Elsewhere: Vril rams and destroys a L.E.G.I.O.N. satellite. He then lands on the planet which it had orbited. Vril tells the others that he has an errand to run. When he returns to his ship he wants them all gone (all except for Lobo and Telepath). Vril enters a dangerous chop-shop looking for equipment. When they realize he is Vril Dox, they surround him with their weapons drawn.

Section IX - Legion Elseworlds: Emerald (part two):

The following is an ongoing original story by AOL member RLucas3000. This tale is one fan's view of the reboot Legion's future. Note that this story was plotted out shortly after the "death" of Apparition and the imprisonment of Andromeda way back in *LEGIONNAIRES ANNUAL #2*.

EMERALD, Part II
Small Sacrifices
by Richard Lucas (RLucas3000@aol.com)

What Has Gone On Before ....

While on an archeological dig, the sole surviving Luornu Durgo discovers the mystical Emerald Eye of Ekron. The Eye attempts to seduce Luornu with its power, and a pact is formed. Later, the Legion of Super-Heroes prepare to interview two new applicants for membership. The first, Nemesis, is tested and accepted. As the second applicant, Projectra of Orando, demonstrates her powers, Luornu enters wielding the Eye and re-introduces herself to her former teammates as Emerald.

"Luornu? I can't believe it's you."

"Why, Lyle? After all, I'm not dead."

"It's just ... I mean ..."

"You mean what is poor pathetic little Luornu doing here. Well, I'm far from that now. And since Carggg never bothered to send a replacement for their 'insane' ex-member, I'm here to reclaim my place in the Legion."

"But, Luornu, you have to have a ..."

"Power, Lyle? Is that what you were going to say? Are you feeble-minded? I thought my initial demonstration might have shown you that I *have* power. Quite a bit of power. But if my little demo wasn't enough ..."

A fiery green glow surrounds her. She takes the warm energy into herself, revels in it, and then smiles, "pushing" outward. The walls, the very foundations of the clubhouse sigh, then groan.

"Luornu! Stop it! Now!!"

"Very well, Lyle. There. All gone. Now, was that enough *power* for you?"

"Luornu, it's obvious there's now more to you than there used to be."

"More and less, Lyle, as you should know."

"Yes, well, what I need to know is what the heck is that glowing 'eye' floating over your head? You know our Constitution forbids members from relying solely on a 'mechanical' device for their powers.

"Don't you dare speak to me that way, Lyle. Not after what you did to me. Remember, I helped draft the Constitution. This is the Emerald Eye of Ekron and it is no 'device'. It is as much a part of me as Luornu and Luornu ever were. This I swear!"

"Well, uh, it *is* great to see you again, Luornu. I don't think I even need to put this to a vote, but the rules say I gotta. Everybody, all those in favor of returning Luornu to active status?"

A thundering chorus of "Aye!"s.

"Well, no need to ask for opposed. You're in!"

"Why thank you, Lyle. That's so sweet.". Then to her friends, "Everyone, it is GREAT to be back!".

Assorted cheers.

"Uh, yeah. Well, I guess anything else can wait till the next meeting. We're adjourned, people!"

"Hart. Hart! Wait up!"

"What, oh. Luornu, is it? Or Emerald?"

"Call me Lu. I just wanted to ... well, how about a workout? I need to test my combat readiness, and I'm afraid my old teammates will still think of me as 'poor, powerless Luornu'. And frankly, I'd pick you to work out with over that weirdo Projectra any day."

"Fine by me, Lu, but I don't even know where the heck the hologym is in this place."

"I think I can still find it, Hart. Come on."

"Wow, Lu, I've never seen a hologym as well equipped as this one. We can duel as Flame Demons from Tharn, or RoboBops from Braal, or ..."

"Actually, I prefer a simpler form of combat. Just the two of us, 'one-on-one'. No distractions."

"Fine by me, Lu. Just don't get too upset when I beat you, okay?"

"Well, I haven't lost yet, Hart."

She moved to the center of the room, head bowed, going through the tri-jitsu rituals. She could no longer perform the master level moves, but she was far from helpless. She found her center, and broke the light trance she had entered. The Eye floated gently, quietly, over her shoulder.

"Your move, tiger."

His power was primarily a reactive one. But he knew that if he made the first move and she responded, his abilities would "kick in". He decided to try and take her off guard. He lunged at her. She sidestepped easily. But as she did, he felt his body speed up - - to flow, almost like water. His vision blurred. He was helpless in the grip of his power, just like always.

She tried to beat him back with a flurry of kicks and quick jabs. It would be so much easier if one were still three. He shrugged off her best efforts. He threw himself at her, battering aside her defenses. Then, before she could stop, or twist aside, she was down. His body covering hers.

He smiled. "Looks like I won. Do I get a victory kiss?".

"Maybe.", she replied coyly.

"You know you didn't stand a chance. My 'power' is to defeat any single foe in combat."

"Well, I guess I'm lucky that I'm *never* alone."

Ker-akle-zaakarzz!

"Madame President. I got your call when I got out of the meeting. What's the problem?"

"There's absolutely no problem, Lyle. I just wanted to inform you that you'll soon have two more applicants for consideration."

"President Chu! You can't be serious. We just today swore in two new members."

"What can I say, Lyle. The United Planets is proving *very* popular. And every single planet seems to want the prestige of having a member in the Legion."

"Remember your promise to us, Madame President."

"Of course, Lyle. Of course. You are under absolutely no obligation to accept any candidate, as you know. But there's no harm in agreeing to meet them, is there?"

"No, I guess not. Who are they?"

"Tasmia Mallor of Talok VIII. I believe she goes by the name Eclipse. And Leeta Luthor of the planet Lexor. She uses the rather vague sobriquet Nature."

"Very well, net me all their information and we'll see if we can't set something ..."

"Hold on, Lyle. I've got what looks to be an important call coming in on my other line."

Important call. Right. What am I supposed to do, sit here and twiddle my thumbs while she exchanges polite gossip with the Titan ambassador? Sometimes I feel like we've become nothing but a Legion of Super... Pets to her. I ...

"Lyle!"

"Hmm? What?"

"Sorry to disturb your little daydream, Lyle, but it looks like we do have a bit of a problem after all."

Consciousness was starting to seep slowly back, and frankly it sucked. He wished it'd kinda go away again.

"Well, it looks like my patient is feeling a little better."

He opened his eyes. Whoa ... bright. But at least the thump, thump in his head had quieted down to just thump. He tried to focus. The blur he was looking up at began to take on form. And what a form it was!

"You ... you're so ... beautiful. Am I dead? Are you a Serra?"

"No, silly. I'm your doctor. Dr. Sehpt. But you may call me Drura. Luornu brought you to the infirmary after an accident in the training facilities."

"Luornu ... Lu! Is she all right?!"

"She's fine, Hart. She's waiting outside to make sure you're okay. I told her you'd be fine, but she stayed to see for herself. I'll go get her."

Whoa! His head was still a little fuzzed. But Lu had stayed to make sure he wasn't hurt. That was kinda neat. Maybe she ...

"Hart! You're looking ... well, you've probably looked better."

"You're probably right. I feel like I've been kicked in the head by a Tanarian Tonka Beast."

"Well, I'm truly sorry about that. I believe the Eye really thought I was in danger and acted instinctively to save me. It won't happen again."

"Whew. That's a relief."

"And Hart. I believe I still owe you something."

"What?"

"This.". She leaned over and planted a soft, gentle kiss on his cheek.

"Here's what I have so far, Lyle. Some outside agent or agents is attempting to pierce the force-field set up around the prison planet."

"The prison planet?! But that's been empty for years. Hasn't it?"

"Lyle, there's something I have to tell you. Perhaps I made a mistake by not informing you when you took over the mantle of Legion leader. And by swearing Rokk to secrecy. But if I did, I'll be the one who has to live with it."

"Madame President, what are you saying?"

"Lyle, brace yourself."

The infirmary doors slid shut behind her. She was relieved to be done with that. The foolish Eye. What if it'd killed the boy? What if ...

"Excuse me. Emerald?"

"Oh, I'm sorry, uh, Night Girl is it?"

"Midnight. We haven't really met yet and I just wanted to introduce myself. I'm Lydda Jath."

"Oh yes, I've heard of you. People call your planet the Midnight Pearl of the galaxy, don't they? You must've been just about unstoppable there."

"Yes, I guess I was. It was quite a shock when I first came to Earth."

"I'll bet. To go from the most powerful being in your quadrant to just another ordinary human. It must've been awful."

"Well, not just another human. For twelve hours in every twenty-four, I can hang."

"Of course, my dear. Still, your nights must be very lonely."

"Well, no. I've started seeing Star Boy. I was afraid my strength might accidentally hurt a regular guy when we ... uh, anyway, Thom's invulnerable, and his strength and mine just complement each other."

"That's so nice to hear. I'm very happy for the two of you. Now, if you'll excuse me, I think I need to go to my room and rest. It's been quite a day already."

"Okay, Luornu. Maybe we can get together later."

"Maybe, dear, maybe."

Her room was just as she had left it over a year ago. Her few belongings she'd brought were waiting for her. Nothing she really needed, of course. The Eye was all she really needed. Still, mustn't let him become complacent, must we?"

"What did you think you were doing with Hart?"

A strange question. I sensed your anger at your defeat at his hand and rectified the situation.

"Taking the snot-nosed brat down a peg was fine, but you could've killed him."

I must admit, it would be difficult for even I to kill the boy. He has more power than you give him credit for. More power than even he knows.

"More power than you?"

No. Not more power than I.

"And not more power than me. Correct?"

Correct.

"Just wanted to get that straight. Now, I know by the way you've been pushing your jangle-static through my head all damn day that you've got a question for me."

Not a question. An answer.

"An answer?"

An answer to your prayers.

"Andromeda?! Andromeda is alive?! And she's been a prisoner for two years!!"

"Correct, Lyle."

"Madame Chu. If you weren't President ..."

"But I am Lyle. And don't ever forget it."

"No. No, I don't think I ever will."

"Besides, Lyle. We were in a state if war. And sometimes in war sacrifices have to be made."

"Sacrifices?! We're talking about a young girl here."

"Laurel knew her duty and did it. Now you have yours to do. I don't know who or what is breaking into that prison, but they *must* be stopped. If Laurel's identity is exposed, the entire United Planets we've all fought so hard to build could collapse."

"So now the Legion has to fight to protect your lie."

"Lyle, you are not a child. Stop acting like one. The Legion will fight to stop over 100 worlds from going to war with each other. Isn't galaxy-wide peace worth one small sacrifice?"

"What ... what price are you asking?"

Ah, what price? Very little, actually. Next to nothing. The price for your heart's desire is one-quarter of your soul.

"My ... *soul*! Do you honestly believe I would give up *my soul*?!"

My dear. I am not asking for the whole thing. Or even half. Merely a quarter. After all, we always have to give up something to get what we really want. And this is such a small sacrifice.

"A small sacrifice ..."

Yes. But this is the only time I will make you this offer. What is your answer, child?

"I ... don't ... know!"

Still, you must choose. Now!

"Rokk, you bastard!"

"Lyle, what's ... "

"Andromeda! How in hell's fires could you keep her locked up like that!"

"Wait, Lyle. I didn't ..."

"All this time she's lost!"

"Lyle, stop. It's torn me up too. Poisoned my term of leadership. My dreams at night. But what was I supposed to do? Go against the President? Are you?"

"I don't know what I'm going to do, Rokk. Not yet. But for now, we've got to field a team to see just what the hell is going on at that prison."

"My answer is ... YES!"

Instantly, sizzling green energy poured from the Eye, enveloping her. She was drowning ... in ... freedom? Power and pleasure and pain all merged within her. She thought at one point she heard the mission alarm go off. It meant less than nothing to her now. The damn Eye was pulling her apart. Was it so damn hard to rip out one quarter of your soul?

Suddenly, the wrenching crested. She collapsed, unable to move. Finally, she dragged herself to a sitting position on the floor. She'd never felt so weak. She looked up. There was the damn Eye, a floating witness to her pain. And there was ... Luornu ... and Luornu! Somehow, the miracle had happened. Somehow she was whole again.

To be continued.

Section X - Justice League 2995 (part four):

The following is an ongoing original story by AOL member StBehrens. He had originally submitted the concept to DC a few years ago and has reworked it into the reboot reality for this 'zine.

Prelude: Old Things Are New Again

by Shaun Behrens

What Has Gone On Before ....

The mysterious Alexander Wayne has begun to assemble a Justice League of the future. Gaining the allegiance of Haarlack the Khund, the latest Fate; India Blue, the last Amazon; Drake Burroughs, also known as Wildfire; David Emery or Mischief, a throwback to the Tasmanian Devil; and Kevik Mann, a mysterious man in his own right, Wayne's first adventure takes the team against Vandal Savage. Savage is after information leading him to the planet known as Oblivion. This dark, lost, and mythical planet may yield clues to Savage's past and his future. He is aided by the Regulators, a group of Interstellar Counter-Intelligence Corps members with meta-human abilities.

Chapter Four

Somewhere in the Catskill Mountain Range, Earth. 2995.

Wayne Mansion is not found on any map, yet if you were to survey the area you would find it to be the sixth largest single occupancy residence in the upper New York region. R. J. Brande's is the largest with a forty-acre compound just a stone's throw from Legion headquarters in Metropolis. However, if you searched - - really, really searched - -you would not find the mansion in Wayne's name. The mansion that Wayne built was intimately modeled after 27th century Laurentian architecture, with its vast skylights, wide open rooms, and naturalized interior. A small stream flowed through the largest room of the palatial estate, and various sized vivariums speckled the complex, each containing an animal listed on the United Planets Endangered Species Manifest. To offset the nearly perfect symmetry of Laurentian design, a large 12-story spire rose out of the northwest corner of the mansion. It was here that the chateau's hangar and meeting room had been built. A meeting table was at the center of the room. Built for twelve, and rounded in a half crescent around an equally impressive stylized "JL", made of Plutonian marble, laid into the floor, it was where the Justice League would gather. The view was nothing less than breathtaking, as Wayne had installed tinted plasti-steel that allowed those inside to look outward, and those outside to gaze upward with curiosity. A monitor display nearly as impressive as the one in Wayne's cave consumed a wall of the chamber. While not quite on par with the capabilities of the Legion's monitor board, it nonetheless had numerous means to gather information that was outside the young super-hero team's parameters. To most intelligence gathering organizations this would have been the zenith in both technology and analysis. However, not all were amazed by Wayne's impeccable eye for detail.

"So this could be our headquarters, if we chose to accept this mission?" India Blue sarcastically mentioned, voicing an air of concern surrounding the last twenty-four hours.

"It really is quite simple Ms. Blue. Master Wayne has need of your talents, and in return he is able to pay handsomely for them." Alfred the probe retorted. Alexander Wayne had left the engagement ten minutes earlier to receive an incoming, albeit private message. His probe unit effortlessly continued on with the virtues of joining a team like the Justice League.

"I believe what Alfred is trying to say, India, although he has no emotions to do so, is Wayne needs us as much as we need him."

India looked at the mysterious man known as Drake Burroughs and sighed. "If it were that simple Wildfire, or Drake, or whatever you call yourself. While I'm sure Kevik and David appreciate the save back in Metropolis, I'm not so sure we want to join a group of people whom we know very little about, nor have an idea what their motives are for such an organization.".

"Ahem, I think it would be better if you didn't speak for me, India, not that I don't enjoy hearing you speak all of the time ..." David Emery trailed off, "but I find the idea of another hero team, one a little older than the Legion to be a great idea.".

"That is because you wanted to be in the Legion, and couldn't. Something about being too old."

Emery sneered at India, "And where would you come up with such a preposterous idea?".

"I believe she is talking about your security dossier, David.". Kevik Mann had not said much since they arrived through Fate's special "abilities" to Wayne estate.

"What? That's erroneous information.". He looked around at the others sitting around the table. Drake Burroughs lightly shook his head.

"I've seen it too, pal. In a preliminary interview with the ICC you mentioned that it would have been great to be a Legionnaire, but you were deemed too old. Although your abilities would have complimented the pups, if you want my opinion."

"Yeah, if that's worth anything." Emery replied looking at Fate. "What do you think, Haarlack?".

Fate stood in the shadows, looking out of the tower towards nothing exact. He, too, had been listening to the younger people talk, reflecting upon their words. "There are many reasons to be a hero, David Emery. Love, passion, honor, fame - - these feelings all come to mind.". He turned and walked towards that table. "I believe it's what's inside you that makes the difference. All of you - - us - - have the potential to become great heroes, with great responsibility.".

"But how bad do you want it?"

Everyone turned to see Alexander Wayne coming down the stairs that led into the large chamber. They hadn't seen him in costume when they first arrived, but now looked at him with wonder as he approached them. Like the others he wore boots, a flat ebony black in color. Made of kevlac, a soft yet resilient fabric created by the Athramites, were his pants. They were also black as darkest night. His long-sleeved shirt was a crimson so dark that it, too, could almost appear black in shadows or the evening. Around his neck was an armored neck guard the color of gray ivory. His gloves were black; he carried his mask in his left hand, and a small remote control device in the other.

"I'm sorry I was called away, but let me reiterate what you have been discussing. Now, more than ever, this universe needs a team that is able to take on the tasks that fall outside those of the Legion."

"And this would be the Justice League?" India questioned.

"I think that point has already been made." Drake Burroughs muttered under his breath. He was more the rebellious sort, and found these meetings too boring. His abilities, and personality, were more suited to action.

"Yes.". Wayne aimed his remote as several of the large monitors suddenly sprang to life.

With amazing detail each monitor portrayed the action and adventure of a great hero. All of the computer-generated sequences caught the great heroes in their prime, going against their greatest foes. Perhaps as a subconscious or biased afterthought, Wayne noticed that almost every screen, be it Superman, Flash, Aquaman, Nightwing or Magog in action, had Batman present. This thought quickly escaped him while he turned his attention to more pressing concerns.

"Without your help David, there is no way we can truly discern what Vandal Savage is attempting to procure or carry out."

"You have my word that I will tell you everything I know about this Savage character, although I'd wager that I know a bit more about the Regulators."

"Point taken. India, Kevik, are you going to join us?"

India Blue looked at the men gathered in the room and thought it somewhat funny that she would be the exclusive female member of this testosterone-laden boy's club. She looked closely at David, then across at Kevik. Neither gave her any impressionable expression as to what to do, except for the small grin on David Emery's face. "For now, I'll go along with it. I should forewarn you, however, that it was never my intention to be plastered upon every holo-vid unit in the prying eyes of the public.".

"Again, your point is noted India. I welcome you to the Justice League."

"Since India is my partner I shall join her. I care about her and have watched over her as a father would. Whether I join your team will be decided upon the completion of our little adventure." Mann said, looking intently at his companion and charge.

"Thank you, Kevik. We will need you if we are to find and stop Vandal Savage. Adg, as he has been called throughout the centuries, is a great and evil man. I'm sure no good can come from what he is preparing to do."

"That brings up a good question, boss." Burroughs replied, feeling more in his element as the conversations began to subside, and action replaced them. "Just what is he up to?".

"With Mr. Emery's memory we should know soon enough.". Wayne smiled as he said this, knowing that he had completed his first task, the organization of a team.

ICC Special Investigations Unit, Max Olympia, Mars.

Viceroy Weiskaupt paced across his office relentlessly, not wanting his comcorder to blare for him, or another visitor intruding upon his solace. He was an abnormally patient man, often waiting years to see a plan reach fruition. This had helped him on countless occasions within the Interstellar Counter-Intelligence Corps, but even now his patience waned. Breaker, one his most trusted minions, had failed in his attempt to apprehend David Emery and his small group of rebellious conspirators. But where was the conspiracy, he wondered? Certainly not within Emery's orders to stand down and come to Mars. Nor was it within Breaker's commands to have the Regulators round up Emery and company. Weiskaupt actually thought it silly of his ally that Emery, India Blue, and Kevik Mann needed to be detained at all. He was more worried with the damnable Legion and their luck and efficiency for getting a job done. Thus, Viceroy Weiskaupt was absolutely positive he did not have to have a face-to-face confrontation (meeting) with the man that seemed to now be pulling the strings.

Of course, he couldn't be more wrong.

There was a change in the air that signaled the opening of the portal leading into Weiskaupt's office. Nothing more, nothing less, yet there was an inconceivable notion that the man entering the room was bigger than he appeared and was not alone, which he was. This troubled Viceroy Weiskaupt, but only for a second, as he showed his guest a seat in the plush office that had come to serve as Weiskaupt's sleeping room on more than one occasion.

"Your team disappoints me, Adam." the guest said, his voice flowing, seemingly from the surrounding shadows of the suite.

"I'm sorry, Master Savage. It is the first time they have ever tasted defeat, no matter how small, and they are equally bitter about it."

"That's good. I'll have use of them sooner than anticipated. My 'source' has given me an approximate area upon which I may search for what could be called my birthright."

Weiskaupt stopped his pacing, a wry smile creeping slowly across his face. "You have found the whereabouts of Oblivion?".

"Not so much Oblivion, you anxious fool, but rather a slice of what may be Oblivion. The planet itself is still a needle in the universal haystack.". Savage's eye were sunk deep in his head, revealing nothing to the casual inspection by Weiskaupt.

Vandal Savage, known in some circles as Vandar Adg, had allied himself with hundreds of people in the past. Some served him less faithfully than others, but none were as productive as Vrykos. While sucking the life essence from Chronos' familiar Charen, he was able to discover what the Church of the lowly Chronos was hiding. The possibility that a pirate had been to Oblivion and had brought back with him a piece of the planet, which would be similar to bringing with him a slice of its soul. The Church had discovered this through their contacts in the seedier sections of Mars. The same ghettos that were now being searched by a zealous Vrykos and the angry Regulators.

Mars was the home to the training center of the Science Police. Cadets from across the vast cosmos came here to be tutored, taught, and trained in the finer aspects of law enforcement. Mars was also home to some of the darker aspects of the great shipping lanes that dissected Mars in their symmetry towards Earth. A great many pirates had stopped on Mars in the past, to dispose of cargo that didn't quite match up with their ship's manifest. The stolen, illegal, or immoral booty would be rerouted through the Asteroid Archipelago, gaining a pilot and his crew enough added currency to take an additional vacation day, or in some cases month.

Mars was also the home of the Regulators, and they were not a happy bunch at the moment.

"I'm telling you Nigel, this is where that religious time-witch said we would find what we're looking for." Kirt Niedrigh, otherwise known as Mimik, yelled at his hot-headed and fiery teammate.

Sun Emperor flied slowly down a dark corridor, giving off just enough light for Mimik to walk by. They had culled a neighborhood bar earlier in the evening and found that someone knew of Oblivion. That young pirate had since joined the angels, but he wasn't quite sure where the Regulators could find the corsair they were looking for.

"It would help if the perp we were looking for wasn't a Durlan. I didn't even know they let those things off-planet."

"The Legion has one, Nigel. This one's obviously good at what he does. We haven't found him yet."

Across the slum was a small spaceport, used primarily by private pilots. It was also a safe haven for pirates who flew smaller smuggling vessels. A usually safe haven.

"Breaker, I think you've killed the poor woman. She stopped breathing minutes ago."

"Perhaps on Colu, Cy'ber, death begins when the body breathes its last. Not so, on Titan, however. I can still feel an unruly soul trying desperately not to divulge a secret it wants to take to the grave." Breaker replied, his thoughts firmly embedded in the young woman's psyche.

"Bah! It would do you wise not to rely on such unscientific forms of investigation."

"And perhaps it would be wise for you to remember why I am the leader of this less than perfect group. His name is Jall Tannuz. He's leaving Mars for Naltor, and a buyer.". Breaker's voice seemed to change as his mind-reading abilities sucked the last remaining life-force from the girl.

"Bloody grife, we're gonna lose him! What sector?". Cy'ber looked and realized that Breaker had fallen down, pushing his abilities to their limits. His hands were covered in blood as he wiped it from his nose.

"Wha, what sector?" Breakers said his head spinning with the dead soul of the woman working its way out of him. "Sector eight.".

"This is Gath, the boss says it's sector eight, but the suspect is leaving planet-side. Hurry up."

The Sun Emperor shot out of the alley he and Mimik were scouting. He soared high into the early evening sky, trying in vain to see sector eight. It was farther than he had anticipated. He was momentarily surprised to see a glowing object appear next to him. It was Mimik.

"What do you see?" Mimik said, not one shred of compassion in his voice. He cared not who he imitated, or what power he copied.

"Dammit, you scare the hell out of me when you do that." a startled Sun Emperor replied. "C'mon, we've got some area to cover.".

On Earth, the Sun Emperor could travel at speeds in excess of three hundred kilometers an hour. Mars was a different story, with its thin atmosphere. They arrived in sector eight in time to see Jall Tannuz' organic Durlan carrier leave the port and make the jump to sub-hyper speed.

"Grife, Breaker's gonna be steamed at us."

"Who cares what he thinks, that damn Savage character gives me the creeps." Mimik said, suddenly not so sure as to why he had signed on for this mission, no matter what the bonus pay involved.

No one needed to call Weiskaupt and tell him that his men were a bit slow in finding the location and apprehending their suspect. Each man wore a uniform with a communications set-up that plugged them directly into the ICC office of the Viceroy. An office where the guest wasn't satisfactorily pleased with the efforts of the men.

"I apologize, Master Savage. However, my men did do well, considering the time allotted to them. It would have been a boon to have a tracker included in the group." Weiskaupt said.

"I thought Breaker was a tracker of sorts, Adam.". Savage's voice was as haunting as it was soothing.

"We need a real one, someone who doesn't have to bleed every time they make a move."

"Do you have any suggestions?"

"Yes, Savage. Two: a man and woman."

"The woman, Weiskaupt. I am so easily enamored by their often petty emotions and troubles. And Adam ...?"

"Yes?". He turned to face Savage, whose eyes seemed to glow from out of the darkness which wasn't originally part of Weiskaupt's office, but rather a manifestation Adg had brought with him.

"It's Master Savage, not Savage ... or Adg, or Vandar. You make this mistake again and I'll let you meet my associate Vrykos. I'm sure you would enjoy his company."

The icy words cut through Adam Weiskaupt's body and he suddenly wondered if immortality was worth it.

Metropolis Spaceport, Metropolis, Earth.

A young technician approached his commanding officer with a vid-sheet, which was nothing more than an expensive electronic notepad. Scribbled on it were various additions to the heavy traffic flow leaving the port, and special commands from the chief spaceport controller.

The Winathian looked down the sheet, scrolling up in places he needed to, and found a listing under the special commands he thought were interesting. He whistled over his twin, who was in charge of United Planets commands and tossed him the notepad.

"What do you make of that?" he said, knowing exactly what his sibling was looking at.

"It appears as though President Brande has been doing his research on how we here at the 'port operate. I commend him on that. That damn Chu would have had us freaking out with something that big flying out of that part of New York without authorization."

His mirror-image chuckled and took back the vid-sheet, handing it to his worker.

"The one item that has me puzzled," the young worker said looking down at Brande's signature, "is what the heck is the Justice League?".

Somewhere in the Catskill Mountain Range, Earth.

They all stood and looked at the new Mark 494 starship. Manufactured by Microsoft-Lockheed-Brande, it was slightly smaller than the Mark 594, which was the Legion of Super-Heroes' choice of vessels. The smaller cruiser handled better than its cousin, with the loss in size due to a smaller crew area. It was a dark blue in color, a drastic change from the somewhat conservative neutral-gray that most crafts this size were. The same stylized "JL" that was present in the meeting room was also seen on each side of the forward portion of the ship.

Drake Burroughs looked up at the logo, finally getting to see the cruiser Wayne had mentioned to him earlier in the week. "Nothing like going in with the element of surprise." he said, pointing at them.

"The Mark 494 uses a chameleon-interfacing tile design that enables the logos to disappear after takeoff and return just prior to landing. This starship also uses a limited stealth design directly out of Brande Industries R&D that should give us a few added seconds if we should ever need them."

"It would seem that Mr. Wayne knows his equipment." India Blue said, gesturing at the team leader.

Wayne chuckled to himself as a figure slowly shuttled to the ground on the ship's main anti-grav tube. "I wish I could take credit for having the foresight to have ordered this craft with all of its modified specifications, but I didn't. That credit goes to our pilot and fellow adventurer.".

"And that would be ...". David Emery's words were cut off.

"My name is Troy Stewart, formerly of Brande Industries.". He reached out and shook India, David, Kevik, and Wayne's hands. All except Wayne noticed the abnormally strong grip.

"So what did you do at Brande Industries?" an inquisitive Emery asked.

"Oh ... this and that. It's a rather long story, but one I shall tell if anyone is interested, once we get running."

The Mark 494 made a low hum as its sub-space engines ignited and it pulled away from the docking compound of Wayne Mansion. Sitting beside Stewart in the forward piloting module was Wayne, forever fascinated by this century's technology. They were given clearance from the main spaceport authority in Metropolis and quickly made their way into orbit, pulling away much faster than anyone, save Stewart, had anticipated. He had modified a few things within the craft, particularly the engines. He had his technicians in Nullport, before the calamity, install Mark 594 engine drives in the Justice League vessel, making the transition to hyper-speed a little more turbulent, but nearly doubling the spacecrafts' speed. Troy Stewart was what many considered a mysterious man, but hardly a mystery man. If it wasn't for his chance encounter with Alexander Wayne, he was sure he would still be working behind the scenes for R. J. Brande.

"Okay, Alex, I've gotten us this far, now you have to tell me where we're taking our little team."

Wayne turned away from his stargazing and looked at Stewart. "That information should be coming to us soon. Haarlack will have that answer.".

Haarlack's personal quarters aboard the Mark 494 lacked the flair for the dramatic. The sparse quarters included a simple mattress on the floor against a wall, and a small dresser-like piece of furniture along another wall. Two large candles, running from floor to ceiling, burned dimly, while an urn of incense atop a truss simmered with the sweet smell of lotus and rannderberries. Fate elevated a meter off the floor, in deep meditation. While his body hovered above the floor, his mind, and spirit, were elsewhere.

Peeking into the world Haarlack had entered one would see no tangible landscape, but rather one that ebbed and flowed with the wandering of Fate's thoughts. Clouds of pinks, greens, violets, and creams glided gently across what could be perceived as the sky. Within a sea of dark crimsons, blues, and gold there was an island. Haarlack floated above this island in the same manner as aboard the cruiser, with the noticeable absence of Nabu's helmet. A mist appeared to swirl around the tiny island, then manifested itself into a wraith-like appearance. This mist solidified, burning with a white-hot intensity as it did. A face began to form, one which was androgynous in nature. It spoke with a soft feminine voice but at times exhibited a hard-edged masculine tone.

This was the embodiment of the Last Lord of Order, Tanen-Zik.

"What is it that you desire, Haarlack of Khundia?"

"Tanen-Zik, you have guided me this far in my quest to become a true mage, the most powerful of magicians. I have a request of you."

"And this would be?". The voice gently blew against him like a spring breeze at Wayne's mansion.

"My friends and I have need of information. Information that I can no longer find on their plane of existence. We seek to find answers to a danger that may threaten many."

"Or possibly threaten none." Tanen-Zik replied, without contemplating the statement. "You seek Oblivion, and Vandar Adg.".

Haarlack raised a worn eyebrow, "You know my thoughts well. Please help me find the way to this answer.".

Fate could hear a rustle off on the distance of the plane he had entered. He watched as a dark shadow rambled its way toward him, not taking any definite direction, but still coming closer. The ebony ghost seemed to kneel at the wisps of vapor that could have been the Lord of Order's feet, were any present.

"This is the soul of Dwyer Linn, a Martian woman that has recently perished at the hands of a Titanian known as Breaker. She will have the answer you need."

"Please, Dwyer Linn, help me stop this madness before it continues any further."

"I will Haarlack, but your path will not be a simple one. Upon the planet of those that know no future is a man and a young woman. Her ties to power are ever binding, while the man's river of life stops flowing soon. They will be visited by a shape-changer who will have the answer you desire."

"I thank you Dwyer Linn and wish you well on your journey."

The shadow creature began to lighten and, when she had reached the shade of a pale white, her essence dissipated into the nothingness around Fate.

"I thank you Lord Tanen-Zik for giving me the knowledge I needed."

The air turned warm around Tanen-Zik as the voice changed. "Thank you for coming to us, Haarlack. I believe that you would have found your answer without our help, but we treasure any time we can spend with the one known as Fate.".

"I, too, cherish the time we spend together."

"There is one last thing before you go, Haarlack, that you should know."

"And what is that Tanen-Zik?"

"There is one among you that is bound to the outcome of this event. There is no concern for abandonment, or traitorous denials, but rather an enlightenment."

"I will remember that. I must go now."

"Inza and I look forward to seeing you soon.". The voice changed again, with a coolness about it.

"Haarlack of Khundia, you are Fate, go forth and protect the mantle of Order."

"It will be done."

Fate stepped down from his meditation and walked to the forward part of the cruiser. He could overhear Wayne talking to Stewart.

Wayne turned away from his stargazing and looked at Stewart. "That information should be coming to us soon. Haarlack will have that answer.".

"I do." Fate said, startling Wayne. "We are looking for a Durlan who will be arriving soon on a planet which knows no future.".

Wayne's mind began to rifle through the possibilities, coming up with four planets which could fit the answer to the riddle. "Apokolips has no future, and if we are dealing with anything resembling Darkseid then I would say that we are way out of our league.".

"Apokolips?" Stewart added.

"The legendary home of a dark, mad god." Wayne answered. "There is also Trom, but it had been vaporized; the same could be said for the larger chunks of Krypton that still orbit its cooling core.".

"I don't believe that either of those planets would qualify as an answer, Wayne. Tanen-Zik spoke of a planet with life."

"Then that leaves one planet. A planet that knows no future, because the future always presents itself before it happens. Mr. Stewart, set a course for Naltor."

Blis'an'ora, Naltor.

Blis'an'ora was one of the largest cities of Naltor, housing its main spaceport and universities. Naltor's people had the ability to predict the future in one form or another. The best and brightest Naltorians worked in the capital city, under the office of the High Seer. Naltor was the most worldly and wealthy of the planets in its quadrant. Science came easy to Naltorians, as they readily answered theories and hypothesis they constructed due to their unique nature of having the answers "come to them".

Pac Antares was not much into science, nor did he have a grand grip on his precognitive abilities. However, Antares was one of the shrewdest Rimborian poker players in the galaxy. His winnings allowed him to acquire a vast collection of religious and "lucky" artifacts from across the cosmos. His leading supplier was a small time businessman (pirate) from Durla who chose the savvy life of adventure to the planet-side life almost all Durlans accepted. Antares sold some of the artifacts he procured, serving a dual purpose. It gave him a legitimate business, and by operating a curio of sorts on Naltor he gave the denizens of the planet something they didn't have ... the ability to wonder about the past, and future, of an object or culture. He also allowed the surrounding universities to study and examine certain artifacts he purchased. Every semester he took on two assistants who helped him scour the universe in search of his "wish list" prizes. He had even taken on the occasional off-worlder, the most famous being a young girl, Zoe Saugin, who left shortly after arriving to join the Legion. His newest assistant was a phenomenal student and in bloodline to become the High Seer. It was her father's idea that she choose a summer job that would prepare her for a life off Naltor, if she ever desired that.

"I'm sorry I'm late, Mr. Antares, the shuttle was late at my stop this morning."

"Bah! Don't be foolish young lady. We know the shuttle is never late, especially one that would run near your household. The wandering mind of a young student is a healthy mind. Besides, I knew you would be a few minutes late."

"Again, I'm sorry, Mr. Antares." the young, platinum-haired girl said.

"No need to fret. We are meeting an acquaintance of mine this afternoon at the spaceport who is bringing me a most impressive piece."

"It is one of the three things on your 'wish list', isn't it?"

"Ms. Nal, you are very impressive. Yes, although it is number three on my list of acquisitions. Right below the Emerald Eye of Ekron, and an Emerald Ring of Oa."

"A crystal of Oblivion?" Nura Nal questioned, while pouring herself a glass of Naltorian fruit juice.

"Yes, yes, yes. Now finish your juice, as we must be there on time."

"Is there any other way on Naltor?". Both Antares and Nal laughed, at one of the oldest jokes on Naltor.

Near Stargate 213-Alpha Six, Milky Way Galaxy.

The Mark 494 Cruiser had been in queue waiting for its opportunity to enter the Stargate and arrive on Naltor. Its waiting time had decreased from twenty-seven minutes to six, yet Wayne was growing impatient.

"Is this really the fastest way to get to Naltor? I don't think it would be a wise state of affairs if we had to rely on the words of the dead to catch Savage."

"I agree with Wayne," Kevik Mann stated, "is there any way we can call ahead and notify Naltorian authorities?".

"I'm not sure that is a possibility, Kevik, but I believe there is another way. Drake are you ready to go?" Wayne said, not waiting for a reply.

Outside the ship, an airlock opened and Drake Burroughs stepped into the void. His Coluan-designed body didn't need a transuit, nor did he need to breathe. Anti-matter surged from below his calves, giving the casual viewer an impression that his feet were on fire. He also powered up through his hands and began to move with great speed towards the Stargate. A Terran freighter was just entering it, its destination also being Naltor. In a burst of light it was gone, as was Wildfire.

"Well, that was interesting." India Blue said from within a meeting room aboard the cruiser.

"He should arrive on Naltor ten to fifteen minutes before us, and this may be the time we need." Alexander Wayne replied.

Blis'an'ora, Naltor.

Pac Antares, and his student assistant Nura Nal, waited patiently for his associate Jall Tannuz to power down his starship. The Durlan, big by even his people's standards, emerged from a docking portal and walked towards Antares.

"Ah, Pac, it is good to see you. Who is your little friend, and where may I find one?"

"Jall, Jall, Jall, you know I'm not in the slave labor business. This is Nura Nal. Now show me what you have for my collection."

Tannuz handed him a velvet slip which he cautiously open to see a dark, foreboding crystal inside. It was sheathed like a knife and Pac pulled it out to hold it up to the sun, noting how the light barely shone through the dark obsidian rock, a rock with just a trace of dark green. He smiled and looked at his company.

"Isn't it amazing, Nura? The funny thing is, it does have a hint of emerald to it."

"Like the other treasures you desire?"

"So there are other treasures, Pac? You must tell me of these."

"Oh, I intend to Jall, now let's go back to my off- -". His voice was cut off by a muffled blast. His eyes grew huge with shock, as he fell to the ground still grasping the Oblivion shard.

Nura Nal screamed as she looked around for what - - or who - - could have done this. She turned to see a green-skinned man emerge from the side of a warehouse. With him was a rather tall, well-dressed man who looked impossibly old. Behind him were two other individuals, but she failed to pay them any attention, as Jall Tannuz grabbed her arm and turned to run.

"Pick up the shard, child!" screamed Jall while he sought cover. She had barely picked it up when Tannuz slightly released his grip.

Nura Nal turned to see what had caught the fancy of the large Durlan. She looked in the air to see two figures, one with wings, the other on fire. Fortunately, Nal's "sight" was better than most.

"Tannuz, head for that warehouse over there." Nal said calmly, pointing to a building on the other side of Jall's craft. "Once inside, you will find it to be a quarantine area for off-world animals. Morph into one and wait three hours. You should be safe then.".

"Whatever you say child, I owe you one.". He reached down to gather the Oblivion crystal.

"No. This stays with me. Some will have need of it shortly, although the person's face eludes me."

"I will need compensation, child."

"Consider your life fair trade, now go!" Nal said angrily.

Tannuz shot off, while Nal ran down a long avenue, flanked on one side by cruisers and on the opposite side by warehouses. She tucked the shard into a pocket and ran, not knowing why she ran where she did, but having the confidence to know that her ability to see the future would get her through.

Savage's cadre did not wait long to give her chase, with Sun Emperor, Cy'ber Gath, Mimik, Savage, and Vrykos pursuing their small prey. Vrykos emerged from the shadows behind Nal, his ability to become one with the mists proving to be a great advantage. The winged individual had locked in on the scent of the young Naltorian and was radioing her group the coordinates. Everything was going smoothly for Savage. Too smoothly.

Nal had ducked into a warehouse and did not notice the shadow creeping up behind her. Instead she saw what appeared to be a comet crashing her way.

"Get down and close your eyes." the being screamed at her. "Hey buddy, suck on this!".

Wildfire lit up the warehouse and surrounding area with enough ambient and ultraviolet light to blind anyone. To Vrykos this was the most ungracious cut of all, as his skin burned from the sun-like intensity. He fell backwards, landing at the feet of Gath and Mimik, who had arrived first.

Burroughs flew right over the top of his two adversaries, blasting them with anti-matter as he went. The ground crumbled beneath them, as he knocked them into unconsciousness. He could see Savage in his sights, but was momentarily distracted by a winged beauty that hovered at the other end of the cavernous building.

"Hey, I don't know who you are," Burroughs shouted, "but if you are with these clowns I would vamoose, if you know what I mean!". He converged on her spot and wondered why she was pointing at him and smiling. "What?".

"Behind you." the Starhaven huntress replied, as she moved up and out of his way.

"Hunh?". Wildfire turned and saw the whites of his enemy's eyes and nothing more.

Sun Emperor hit him as hard as he could, pushing out a thermal blast in front of him. The two fiery beings crashed through the side of a nearby cruiser, setting it aflame.

In the interim, Vandal Savage approached the fallen Nura Nal. He bent down to take from her the Oblivion crystal. “I mean you no harm child, and if you don’t bother me none shall befall you.”.

Nal looked up and thought she was seeing death incarnate. Her eyes had to be betraying the rest of her body, for she saw a man whose body had begun to die away centuries ago. She could not comprehend how he was able to stay alive and not wither away. She held the crystal up to him, not wanting to die at his hands.

“Here, just don’t touch me.”

“Thank you, child.”. Adg stood up and looked at the Oblivion shard, admiring how Wildfire and Sun Emperor’s fire made it almost sparkle.

“I don’t believe that belongs to you.” a voice said from somewhere.

Savage turned to see a man clad in azure and gold, wearing the mythical helmet of Nabu. “Oh, you must be this century’s Fate. How charming.”.

“Although I do not know your intentions, the carnage has gone on long enough.”. Haarlack wove to his heart’s desire, turning the air around Savage into a magical prison.

“This is most impressive, but I am not without my own means.”. Savage walked right through Fate’s holdings, although the jail could have held a Daxamite, or even a Kryptonian.

“How did you - - ?”. Fate’s words were silenced by a severe blow to the base of his neck, enough to knock the startled Fate forward, losing his concentration and leaving him dazed.

“Thank you, Vrykos.”

Savage’s partner merely smirked, his long fangs glistening in the otherwise dimly lit warehouse. His face was burnt in places, but it was nothing to affect Vrykos demeanor. He was, after all, one of the undead and appearances mattered naught.

“I can feel the slimy essence of Kent and Inza upon you, Fate. I’m sorry. Vrykos, kill this imbecile.”

“I will enjoy doing that.”. Vrykos’ icy words disappeared as his fangs once again were prepared to claim a victim. He bent closer to Fate and could imagine the savoring this being of magical energy would be.

“This isn’t your lucky day, gentlemen. Fate and Wildfire aren’t alone.”

The Griffin leapt from high atop a heap of boxes and threw a capsule towards Vrykos. The packet exploded, sending the vampire into a fit of pain and rage as it ran from the warehouse and down the alleyway.

"Blessed Water works, even in this century. Now, Savage, what are you doing here on Naltor?"

Visibly shaken, Savage sought to know more of his nemesis. "And you would be?".

"The only name that concerns you is 'Griffin'. Now give us the crystal."

"The Griffin? Perhaps Wayne's 'bastard' child? And who is 'us'?"

"The Justice League."

"Damn," Savage sighed, "even in this century I am plagued by you misled do-gooders.".

India Blue, Mischief, and Kevik Mann blocked one entrance, while Burroughs had emerged from the wreckage of the ship with the Sun Emperor in tow. The winged tracker was nowhere to be seen, and even Nura Nal had found a way to leave the battle zone, leaving the Oblivion crystal in the hands of Vandal Savage.

"So, I have an Amazon, a magician, the beast, the flame, and the vestiges of the bat before me now. But you, Kevik Mann, not responding to my invitation and further allying yourself with these heroes? You should be ashamed of yourself."

All except Fate shared a look of stunned disbelief directed at Mann, who felt the eyes of his friends and teammates upon him.

"After all, what is immortality if it can't be shared amongst brothers?"

If one were near enough to Kevik Mann they could have heard him whisper under the sweat forming on his upper lip, "What is old is new again.".

To be continued ...

Section XI - How the heck do you pronounce ... ?:

One dilemma I have to occasionally face as I approach my self-imposed deadline for this 'zine is "what do I do if I come up short of the standard 80 pages?". I was faced with that dilemma this issue. I was already delinquent due to time constraints at work and home, so I didn't want to assign another article at such a late date and delay its release any longer than I had to. Then it hit me. I recalled downloading a posting from the AOL Legion Message Board many, many months ago dealing with how fans pronounced various Legion names. I remembered how interesting I found it at the time, and was amazed at the differences that were noted. Although the posting had disappeared (due to its age, I suppose), I was lucky enough to have saved the survey results and the poster's name, Mike Morris a.k.a. MykePM. Thanks, Mike, for conducting a very interesting survey. Note that Tom McCraw, Tom Peyer, and Jeffrey Moy took part in the survey and their initials appear next to their entries. All comments are by Mike Morris.

The Legion Pronunciation Survey

by Mike Morris

1)	Vidar		
**	f) vih-DAR	---- 26.5	(TP)
	a) VEE-dar	---- 20.5	
	c) VIH-dar	---- 18.5	(TM, JM)
	b) VY-dar	---- 17	
	d) vee-DAR	---- 5.5	
	e) vy-DAR	---- 4	
2)	Khund		
**	b) kund	---- 61	(TP,TM, JM)
	a) koond	---- 24	
	WRITE-INS:		
	khoond (kh = kah - a)	---- 1	
	koond ("oo" as in "book")	---- 1	
	khund (like "kund" with throaty 'k')	---- 1	
	like "koond" but shorter	---- 1	
	ke-hund	---- 1	
	kuh-hund	---- 1	
	(k)hund ('k' pretty much silent)	---- 1	
3)	Darkseid		
**	a) dark-side	---- 80	(TP, TM, JM)
	b) dark-seed	---- 11	
	WRITE-IN:		
	dark-sade (rhymes with "made")	---- 1	

A number of people pointed out that the King, Jack Kirby himself, had declared "dark-side" to be the correct pronunciation in this case. I, too, personally consider this to be "the official word". I also believe they used this pronunciation on the Super Powers cartoon (formerly "Super Friends") quite a few years back. However, I still do catch myself saying "dark-seed" occasionally (right, Yeechang?).

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4)	Bgztl			
**	c)	BIGGS-tle	---- 35	(TP, TM)
	b)	big-zittle	---- 22	
	a)	bee-GIZZ-tle	---- 6.5	
	WRITE-INS:			
		Bugtussle	---- 2.5	
		BUG-zittle	---- 2	
		BUGZ-tel (e = schwa)	---- 1	
		BUGGS-tuhl	---- 1	
		BUG-stull	---- 1	
		BUGS-tle	---- 1	
		BUGS-tul	---- 1	
		BIGGS-ztle	---- 1	
		BIGGZ-tle	---- 1	
		big-IT-zil	---- 1	
		big-ITTS-el	---- 1	
		bee-git-zle	---- 1	
		BIG-zle (silent 't')	---- 1	
		buh-jitz-el	---- 1	
		bih-guh-zit-tle (less emphasis on each vowel)	---- 1	
		big-zull	---- 1	
		bug-still	---- 1	
		bg-ztl (attempted pronunciation with no vowels)	---- 1	
		buh-GET-sl	---- 1	
		b'GIZZ-tle (schwa for first vowel)	---- 1	
		big-zeee-tall	---- 1	
		b'g-stle (with the ' representing a schwa sound)	---- 1	
	ABSTENTIONS:		---- 4	(JM)

This entry really made me regret allowing space for write-ins. **:)**

As you can see, there were a comparatively large number of abstentions in this case. KryptoPup's pronunciation was "Tinya's homeworld". Other comments among abstentions included "unpronounceable", "I couldn't even begin to tell you", and Neil Hogan's "I just read it and go 'oh yeah, Tinya's planet'. It's as bad as Mxyzptlk.". Technically, I could have included Mxyzptlk (his descendant appeared in *Adventure #310*), but opening a can of worms that big seemed overly masochistic. **:)**

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5)	(Thom) Kallor			
**	b)	KAL-lore	---- 44	(TM, JM)
	a)	KAL-ler (rhymes with "Valor")	---- 23	(TP)
	c)	kal-LORE	---- 23	
	d)	kuh-LORE	---- 1	
	WRITE-IN:			
		KA-lore	---- 1	

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6)	(Tasmia) Mallor		
**	b) MAL-lore	---- 39.5	(TM, JM)
	a) MAL-ler (rhymes with "Valor")	---- 24	(TP)
	c) mal-LORE	---- 18.5	
	d) muh-LORE	---- 7	
	WRITE-INS:		
	MAY-lore	---- 3	
7)	Querl (Dox)		
**	c) kwerl	---- 78.5	(TP, TM, JM)
	b) rhymes with "squirrel" (2 syllables)	---- 7.5	
	d) Carol	---- 3	
	a) curl	---- 1	
	WRITE-INS:		
	QWAIR-ul	---- 1	
	KWAIR-el	---- 1	
8)	Jan (Arrah)		
**	b) Jan (Brady-like)	---- 84.5	(TP, TM, JM)
	a) yon (swedish-like)	---- 2	
	WRITE-INS:		
	jahn	---- 2	
	yan	---- 2	
	zhan	---- 1	
	John	---- 0.5	
9)	(Jan) Arrah		
**	b) are-uh	---- 37	(TM)
	a) air-uh	---- 22	
	WRITE-INS:		
	uh-RAH	---- 4	
	ar-RAH	---- 3	
	ARE-uh	---- 2	
	ar-ruh	---- 2	
	ah-rah	---- 2	
	A-rah	---- 2	
	arr-AH	---- 1	
	arr-rah	---- 1	
	arr-ah	---- 1	
	AH-ra	---- 1	
	AH-rah	---- 1	
	ahh-rah (softer sound than "are-uh")	---- 1	
	air-ah	---- 1	
	air-AH	---- 1	(TP)
	AR-uh	---- 1	
	ARE-ruh	---- 1	
	are-ah	---- 1	(JM)

are-ra	---- 1	
ah-RAH	---- 1	
ar-uh (‘a’ like in “ack”)	---- 1	
a-RA (‘a’ as in “cat”, “RA” as the sungod)	---- 1	
era	---- 1	
uh-rah	---- 1	
arr-UH	---- 1	

Obviously, I should have worked harder at developing more options for this one. Oh well.

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10) Kara (Supergirl)

**	b)	car-uh	---- 51.5	(TM)
	a)	care-uh	---- 33.5	(TP)

WRITE-INS:

something like the name “Carrie”	---- 1	
CAR-err	---- 1	
kar-uh (‘a’ as in “ack”)	---- 1	
kahr-a	---- 1	
kah-rah	---- 1	
car-ah	---- 1	(JM)
KA-ruh	---- 1	

Gwen Horton pointed out that the winner was also the pronunciation used in the Supergirl movie. This was actually a very close race for a while, until “car-uh” pulled away at the end.

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11) Tinya (Wazzo)

**	a)	tin-yuh	---- 70.5	(TP, TM)
	b)	tine-yuh	---- 5	

WRITE-INS:

teen-yuh	---- 5	
TEEN-yuh	---- 2	
TEEN-ya	---- 2	
teen-ya	---- 2	(JM)
teen-yah	---- 2	
tin-yah	---- 1.5	
TEENYA	---- 1	
tee-nyah	---- 1	

I should have anticipated the use of ‘teen’ as the first syllable. This was actually the second most popular choice.

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12) Imra (Ardeen)

**	b)	im-ra	---- 86	(TP, TM, JM)
	a)	ime-ra	---- 4	

WRITE-INS:

im-ruh	---- 1	
(h)im-rah	---- 1	

"im-ra" was the highest vote-getter in the entire poll.

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13) Gim (Allon)

**	b)	gim (hard "g")	---- 49.5	(TP, TM, JM)
	a)	Jim	---- 41.5	

ABSTENTIONS: ---- 1

This race was also a lot closer than it seems.

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14) (Gim) Allon

**	b)	AL-lon	---- 52	(TM, JM)
	a)	Allen	---- 31.5	(TP)
	c)	uh-LON	---- 7.5	

WRITE-IN:

a-LON	---- 1	

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15) Mysa (Nal)

**	b)	mice-a	---- 44.5	
	a)	miss-a	---- 17	(JM)

WRITE-INS:

MEES-a	---- 3	
me-sa	---- 2	
mee-sa	---- 2	
meese-a	---- 2	
my-suh	---- 2	
my-sa	---- 2	(TM)
my-zuh	---- 1	
MY-zuh	---- 1	
my-za	---- 1	
MY-za	---- 1	
my-zhuh	---- 1	
MIE-zuh	---- 1	
MYZE-uh	---- 1	
ME-sa	---- 1	
MEE-sa	---- 1	
mees-uh	---- 1	
MEESA	---- 1	
MY-sah	---- 1	
MY-sa	---- 1	
mice-uh	---- 1	

	mi-ZA	---- 1	
	mee-ICE-a	---- 1	
	MEESE-a	---- 0.5	
	ABSTENTIONS:	---- 1	(TP)

I think if I had anticipated the use of "me" as the first syllable, or "zuh" as the second, I could have saved myself a lot of work. Again, oh well.

Dan "Dragon Man" Williams offered "The Hag". Aaahh. The good ol' *Adventure* days.

Peyer's abstention was phrased "ya got me".

I was actually disappointed that "miss-a" didn't make a stronger showing. That pronunciation is one of my favorites. The true disappointment is yet to come at #17, however ...

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16) Mon-El

**	c) rhymes with "John L."	---- 81	(JM)
	b) moan-el	---- 5	
	a) mun-el	---- 2	
	WRITE-INS:		
	mahn-L	---- 1	
	Mon-El (rhymes with "con" and "fell")	---- 1	
	just how it looks	---- 1	(TM)
	ABSTENTIONS:	---- 1	(TP)

Peyer took the hard-line approach by writing in "Valor".

There is actually historical support for all 3 of the original choices. The least popular of the three is arguably the most supported by canon. Since "Mon-El" was named after Monday, the day Superboy found him, "mun-el" would seem to be the implied pronunciation. However, in a 60's letter column (Troy McNemar pointed out that it was in *Action #382*), it is said to be pronounced "moan-el". Finally, in the original *Who's Who* series from DC, the pronunciation is given as "mahn-el", which is what I was striving for with the winning choice.

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17) Ayla (Ranzz)

**	b) rhymes with "Layla"	---- 57.5	(TP)
	a) Eye-la	---- 33.5	(JM)
	WRITE-INS:		
	A-la	---- 1	(TM)

Well, fellow "Eye" boosters, even though we won't surrender the war, we have apparently lost this battle. It wasn't even as close as I thought it would be.

Jim Drew, who claims to have never heard Eric Clapton's "Layla", asked "that is pronounced 'lie-luh', right?". It should be, my friend. It should be.

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Reep (Erik) answered a mythical #18 with the selection "Kryptdeaux".

Drumore posted an addendum to the poll. Since it was only posted here, there were only 6 responses:

18)	Thom (Kallor)	
**	b) Tom	---- 5
	a) Thom	---- 1
19)	Valor	
**	a) val-er (the way the English word is)	---- 5
	b) val-OR (a more kryptonian pronounciation)	---- 1
20)	Luornu (Durgo)	
	a) LOO-orn-oo	---- 2
	b) Loor-nu	---- 1
	c) LORN-oo	---- 0
	WRITE-INS:	
**	lu-OR-nu	---- 3
21)	(Tinya) Wazzo	
	a) WAY-zoo	---- 1
	b) wah-ZOO	---- 0
	c) WAYZ-oh	---- 0
	WRITE-INS:	
**	WAH-zo	---- 5
22)	Pol (Krinn)	
**	a) paul	---- 4
	b) pole	---- 2

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Section XIII - Omnicom report:

OMNICOM

An Interview with Cosmic Boy
[Excerpted transcript from Titan Times, 299605.25.
Full transcript can be accessed at NX68L38.]

by T. Troy McNemar

Titan Times *caught up with Rokk Krinn, who is better known as Cosmic Boy, the leader of the Legion of Super-Heroes, while he and fellow Legion founders Saturn Girl and Live Wire were visiting on their goodwill tour. We took a rare opportunity to ask him about being a Legionnaire, a magno-ball champion, and a super-hero. Shortly after this interview was conducted, he assisted this fellow Legionnaires in evacuating the Titan Sports Arena after a bomb was allegedly planted by Ambassador Arn Kwin of Braal. Since the interview, Shrinking Violet of Imsk was elected to replace Cosmic Boy as the team's leader.*

Titan Times: *What does the name Cosmic Boy mean?*

Cosmic Boy: [Laughs] I'm not sure. It's a nickname that fans gave me back when I was playing magno-ball. Mr., er President Brande wanted to use it when we started the team. He thought the name recognition would help us in the beginning.

TT: *How are the fans? Here you've spent the last several years in the public spotlight as either Braal's reigning magno-ball champion or as leader and founding member of the Legion of Super-Heroes. Is the public eye a difficult place?*

CB: A difficult place? Well, the experiences have been different for me. When I was still playing, it was much more relaxed. I mean, there were autograph hounds and other fans --

TT: *And girls?*

CB: Um, yeah, and girls. But not the way that you mean, I think. There were never any problems.

Being a Legionnaire is different, and it's hard to explain how exactly. People seem to be either more in awe of us or more afraid of us. It's a lot tougher just to blend in.

TT: *Is being the Legion's leader different from what you expected?*

CB: Much different! I thought it would be the three of us and maybe some others going around stopping muggers and jaywalkers. It's not been like that at all. What we do is much more important.

TT: *Let's talk about the danger. Your term has been riddled with serious injuries and even deaths. Is being a Legionnaire too dangerous for a teen-ager?*

CB: It would be dangerous for anybody no matter how old they are. I really don't think that our ages make that much difference, I think what counts is that we're willing to go out and put our lives on the line. You can't --

TT: *Let me rephrase the question -- would Kid Quantum and Apparition be dead if they'd had more training?*

CB: That's kind of a morbid question, isn't it? Kid Quantum didn't die because of a lack of experience. He had plenty of training on Xanthu. His death was the result of his stasis belt failing to work the way that it should -- the way that he thought it would.

TT: *What about Apparition?*

CB: There isn't a day that goes by that I don't second guess myself about what happened to Tinya. Maybe it wasn't right to send out Jo and her together. And other times, I think we're lucky that Earth wasn't completely destroyed that day.

I guess it's no secret that the Ambassador blames us for her daughter's death. I just wish that she could have seen the Tinya that I knew. Tinya's set a difficult standard for the rest of us to live up to, and we try all the time to live up to it.

TT: *Why have you announced your resignation as Legion leader?*

CB: Because this is a new team. When President Brande revoked the draft, we wrote a Constitution for the Legion's future. As part of that process, we decided to hold elections for leader. We don't want the Legion to be a military organization -- we want it to be a volunteer organization with a volunteer spirit. If we were going to make the change, I had to step down. I'm part of the old regime.

TT: *Would you serve another term if you were elected?*

CB: I haven't given it much thought. I suppose that I would.

TT: *How does it feel to be a Braalian on Titan?*

CB: Well, I was apprehensive at first, but everyone has really started to make me feel at home. Imra and I have worked together from the Legion's beginning and Ambassadors Ivar and Kwin seem to work together well. It gives me a lot of hope for the futures of our worlds.

TT: *What do you do for relaxation?*

CB: It's been so long since I've done any relaxing, I've almost forgotten how. I do try to catch a magno-ball game from time to time.

TT: *Do you have a girlfriend?*

CB: Um, I'd rather not answer that question if you don't mind.

TT: *Any regrets that you signed on to be a Legionnaire?*

CB: Never. I can't think of anything more satisfying to do with my life.

Titan Times is distributed telepathically on a daily basis. Complete and excerpted transcripts for non-telepaths and off-world natives can be obtained through the McCauleynet. Send inquiries to the Omnicom Librarian.

Section XV - Legion sites on the Internet:

NEWSGROUPS:

rec.arts.comics.dc.lsh [The Legion of Super-Heroes and related characters]

rec.arts.comics.dc.universe [DC Comics' shared universe and characters]

rec.arts.comics.info [comics/ information]

rec.arts.comics.misc [comics/ miscellaneous]

alt.binaries.fonts [Interlac fonts]

WORLD WIDE WEB:

http://www.idyllmtn.com/rac/dc/lsh/lsh_res.htm [Legion of Super-Resources]

http://lsalford.ne.mediaone.net/unitedplanets/lsh.html [Stuart's LSH Web Page (Stuart Alford)]

http://ourworld.compuserve.com/homepages/kinetix [Kinetix Web Page (Steve Block)]

http://www.InfiniteEarths.org/LSH [Legion Outpost II E-Zine (John Censullo)]

http://www.epix.net/~lbmgmd/rond.html [Rond Vidar Web Page (Michael Bond and Jack Grimes)]

http://www.geocities.com/TimesSquare/Dungeon/1300/lsh.htm [Bits O' LSH Business (Michael Grabois)]

http://www.realtime.net/~jdh2/mirrorlad/ [Mirror Lad's LSH Icon Gallery (JD Hancock)]

http://www.cs.cmu.edu/afs/cs/user/vernon/www/lsh.html [The Legion of Super-Heroes (Vernon Harmon)]

http://www.geocities.com/Hollywood/Hills/2223/lsh.htm [Lev Kalman's LSH (and other cool stuff) page!]

http://www.dhp.com/~spectre/superpets.html [Super-Pets Home Page (H. Jameel al Khafiz)]

http://www2.bitstream.net/~myke4/ [Myke's Media Maelstorm (Mike Kooiman)]

http://www.ccse.net/~ncrl/legion.html [Troy McNemar's Legion Chat Report (Charles LePage)]

http://www.eskimo.com/~mohundro/lsh/shakespeare.html [Kent Shakespeare Page (Steve Mohundro)]

http://www.cs.mcgill.ca/~mordru/mmbentry.html [Legionnaires Draft (Tony Pi)]

http://ourworld.compuserve.com/homepages/MeerkatMeade/lsh.htm [LSH Web Page (Don Sakers)]

http://www.peak.org/~djwilli/lsh.html [The Time Trapper's LSH Web Page (Dan Williams)]

Section XVI - Letters page:

Welcome to the seventh issue of *Legion Outpost II*. This fanzine is FREE on the Internet and will be made available through the mail a few months from now for a minimal fee (to cover reproduction and postage). I hope you like it. Send me anything and everything you've got! This won't work without you!

Before I go on, I'd like to thank the following AOL members for all their help: (1) Myke 4, for scanning the covers and other graphics for this 'zine; (2) Policywonk, for converting this 'zine to Mac format; and (3) all those Legion fans who supplied articles for this issue.

As I write this, I have completed the correction and update of issue *#1*. I do not anticipate any further changes. I have also corrected and updated issues *#2-6*, however I do still intend to expand on the checklists in those issues. Also, I am currently working on a corrected History of the DC Universe for issue *#2*. These additions will not see print for at least another six months. Beginning with this issue, which starts the reboot checklist, the checklist format will be significantly more detailed and structured. Due to the expanded format, I will cover only six months per installment.

On a sadder note: Curt Swan, penciller of countless *Superman* and *Legion of Super-Heroes* tales, died of an apparent heart attack in his sleep on Wednesday June 12, 1996. He will be missed.

A note to the readers regarding the checklist: (1) Beginning in January 1991, I began tracking the release dates of DC Comics. I have used that as my source for determining the publishing order for this issue's checklist. Note that my checklist lists the appearances in the order in which they were actually released, not in the order in which they were intended to be released. (2) I have included magazines that deal not only with the Legion of Super-Heroes but also Dox's R.E.B.E.L.S.. (3) I did my best to chronicle all appearances of the Legion-related alien races. Simple references to those alien races will be ignored, as will references to such commonly depicted 20th century worlds as Colu. Any and all corrections would be appreciated by not only me but all the readers as well.

I hope to publish a new issue every three or four months ... it all depends on you. I will also be updating each issue with corrections at regular intervals. The way to tell the latest revision will be by the version number.

This fanzine was originally written in Microsoft Word for Windows (PC) 6.0. Upon request, I will attempt to save the file in other formats, however I am uncertain whether all of the special features will convert properly.

Well, that's it for now! Please E-Mail all comments and ideas to me at outpost2@InfiniteEarths.org. See you next issue.